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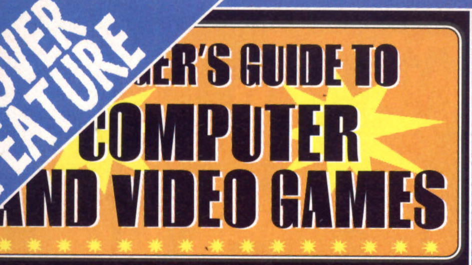


COMPUTER AND VIDEO GAMES #183 FEB 1997

FULL ON FIRST BATCH OF GAMES FOR 1997!

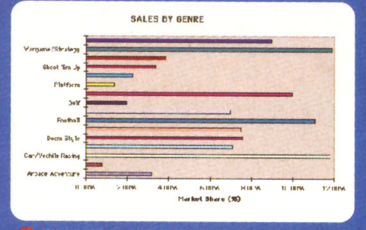
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COVER FEATURE



We preach enough times about which games are best by whatever company. We expected you understood what we blather on about too. However a colossal "EH?", size of Ed's Tips Bible, just ricocheted across the galaxy...

Reading you loud and clear CVG fans in distress! Word is that there are some of you who aren't so clued up as the rest of us. Worse, there are brothers and sisters out there who have lost the plot. We cannot let this go on! So our answer to all the confusion is this: a hurricane tour through the awesome world of computer and video games, telling you whose games are outstanding in the most important areas, and directing your attention to others perhaps more obscure.



WHAT'S YOUR FAVOURITE STYLE OF GAME? FIND OUT HERE!



P47

BLAGGERS GUIDE TO COMPUTER AND VIDEO GAMES

16 PAGE FREE PULL-OUT !!

FREEPLAY



STAR GLADIATORS GUIDE

COMPUTER CABIN! INCLUDING THE LEGEND OF LOMAS 6 PAGE TIPS SECTION

ED LOMAS' NBA JAM-PACKED TIPS SECTION (NOT EVEN ANY ROOM FOR SCREENSHOTS). DAVE KELSALL'S RETRO COMPUTER CABIN FEATURES THE **AWESOME** – ACCORDING TO HIM – **FOOD FIGHT**. THERE'S THE USUAL PAGE OF CLASSIFIED ADS, AND THE NATION'S SHODDY HIGH SCORES. **YIPPEE!**

FEATURE



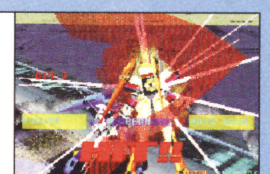




GUIDE

VIRTUAL ON
P82 PLAYERS GUIDE

THE SOONER EVERYONE REALISES HOW COOL THIS GAME IS THE BETTER. WE HELP YOU LEARN ITS SECRETS.



REGULARS







FEATURE

DIGITAL DANCE MIX

P98 AND YOU THOUGHT AM2 WERE ONLY GOOD FOR MAKING BRILLIANT ARCADE GAMES. THINK AGAIN!



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EASY REFERENCE TO EVERY GAME IN CVG.



FULL ON FIRST BATCH OF GAMES FOR 1997!

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SUBSCRIPTION ENQUIRIES TEL: 01858 468888 RATES (includes postage and packing):
12 ISSUES UK: £29.00
AIRMAIL EUROPE: £41.00
AIRMAIL ZONE 1: £64.00
AIRMAIL ZONE 2: £64.00
REST OF WORLD SURFACE: £35.00
BFPO: £29.00,
EIRE: £29.00
PRINTED IN THE UK BY: St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline

ISBN NO: 0261-3597

NEW LAMPS FOR OLD

FREE BOOK! WITH CVG #182

THE COMPLETE HISTORY OF COMPUTER AND VIDEO GAMES

Last issue we gave away a smart little book, dedicated to the history of Computer and Video Games. Great timing, what with the buzz for old games filtering through to mainstream news. This genuine excitement reflects how important it is for games developers to acknowledge their heritage. Of course some teams seem to make a rule of doing so – how many *Mega Man* games can Capcom manage in one lifetime?! Maybe this is overdoing it. But the production of endless sequels shoots wide of the mark too. By heritage I mean that element which inspired everyone to go off and make great video games in the first place – before the marketing machine took over.

With so many games out there released month on month it becomes increasingly more difficult to recognise someone's genius. But I have to remind you that CVG is better equipped than any other magazine to identify the 'real thing'. This coming year looks very promising in that last respect. Far from being some scavenge for a diamond in the rough, 1997 is practically Aladdin's cave. Start saving!

THE GAMES YOU BOUGHT IN 1996

We thought you might like to see exactly which games have been turning you on this past year. The information has been kindly supplied by those no-good sons-of-a 12" pizza – Doug and Jazz... – at Oxford Street's HMV Level One.

SATURN



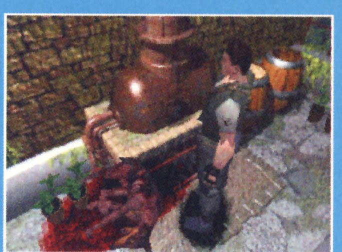
NiGHTS. We all love NiGHTS. Except Jaime and Mike.

- Athlete Kings
- Bust-A-Move 2
- Daytona CCE
- Euro '96
- Exhumed
- Fighting Vipers
- Guardian Heroes
- NiGHTS
- Sea Bass Fishing
- Sega Rally
- Tomb Raider
- Ultimate Mortal Kombat 3
- Virtua Cop
- Virtua Fighter 2
- World Wide Soccer 97



Fighting Vipers on the Saturn is an office favourite too.

PLAYSTATION



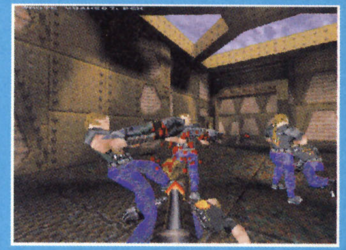
Resident Evil is a classic in the making. Buy more copies!

- Actua Soccer
- Adidas Power Soccer
- Alien Trilogy
- Bust-A-Move 2
- Crash Bandicoot
- Fade To Black
- Final Doom
- Formula One
- Krazy Ivan
- Magic Carpet
- Need For Speed
- Resident Evil
- Ridge Racer Revolution
- Soviet Strike
- Street Fighter Alpha
- Tekken 2
- Total NBA 96
- Track & Field
- Wipeout 2097



Tekken 2, like most recent Namco games, is just too cool!

PC CD-ROM



Quake. And they all fall down – the competition that is.

- EA Classics (budget range)
- Virgin White Label (budget range)
- Championship Manager 2
- Civilization
- Command and Conquer: Covert Operations
- Dogz
- Duke Nukem 3D
- F1 GP2
- Flight Sim 6
- Inside Independence Day
- Mech Warrior 2: Mercenaries
- Network Q Rally
- Quake
- Screamer 2
- Syndicate Wars
- Worms United
- Z



Duke Nukem 3D. Or is it back stage at a GWAR concert?

EDITORIAL

CVG RATING SYSTEM



5... EXCELLENT — Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4... VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

CVG HIGHS AND LOWS OF 1996

PAUL DAVIES

- **Best Game:** *NiGHTS*! Technically I should be voting for *Mario 64* as that game is a monument, but Sonic Team obviously spent longer practising their hocus pocus.
- **Biggest Shame:** This is a toss between Cheesy the Mouse, and the delay of N64 in the UK. But at least Nintendo are trying to grow the market – not kill it.
- **Medal of Honour:** Definitely Sony for establishing the PlayStation as the Number One games system across the world. It's almost scary how it happened!

ED LOMAS

- **Best Game:** For me it's a close thing between *Quake* and *NiGHTS*. One is the best multi-player and most customisable game ever, and the other is a clever, non-stop magical score challenge.
- **Biggest Shame:** Some excellent games not selling as well in the UK as I feel they should – *NiGHTS*, *SF Alpha*, etc. Plus Sega's marketing of the Saturn. They need to sort that out, big time.
- **Medal of Honour:** Sonic Team for *NiGHTS*, AM2 for *VF3*, id Software for *Quake*, and Sony for being so successful in the games market. Am I allowed to give out that many medals?

TOM GUISE

- **Best Game:** It can only be *Quake*. An unbelievable multiplayer experience and its amazing customisable qualities mean I CAN be Spiderman! And beat up my enemies!
- **Biggest Shame:** The lack of Saturn *Sonic*! *Sonic 3D* just isn't the right debut game for my best pal on Saturn. Only Sonic Team can do it. C'mon Sega, quit ruining his image!
- **Medal of Honour:** Sonic Team. *NiGHTS* and *Christmas NiGHTS* prove games can be truly magical. Now do your stuff on *Sonic*, Mr Naka, and make Saturn a worldwide success!

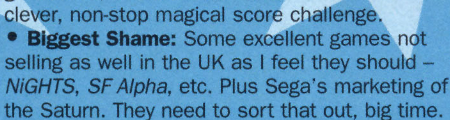
ALEX HUHTALA

- **Best Game:** There were so many BIG games this year, but one shone out for its great playability, and above all originality. Its name is *NiGHTS*, and it DID play like a dream!
- **Biggest Shame:** Sega's marketing of the Saturn. They have such an amazing machine. Yet they can't get this message across to the people that Sony have succesfully targeted.
- **Medal of Honour:** Core for *Tomb Raider*. Not just a great game, but more impressive for the quality of conversions across the formats. Proof that some software houses really do care!

JAIME SMITH

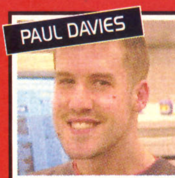
- **Best Game:** A close thing between *Mario 64* and *SF Alpha 2*. Both of which deserve the highest recommendation.
- **Biggest Shame:** The lack of software available for the N64 at the moment is a great shame, hopefully this will be rectified after the release of the American machine.
- **Medal of Honour:** Although PlayStation obviously has the edge over Saturn in terms of sales. Sega deserve respect for the quality of their recent releases and especially their UK conversions (in most cases anyway).

MIKE NEWSON



- **Best Game:** If there's one game this year that stands out it has to be *Quake*. It has reinforced my passion for corridor shoot 'em ups and made me sample once again, favourites such as *Doom* and *Hexen*.
- **Biggest Shame?** Having not played *NiGHTS*, because of its appauling music which drives me insane and others to an early grave.
- **Medal of Honour:** As before, Sony for it's great marketing and publicity strategy. Exciting new games, revitalising classics and keeping its customers on the edge of their seats.

EDITORIAL

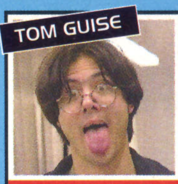


PAUL DAVIES

EDITOR

CURRENT FAV GAMES:
- Fighters MEGAMiX
- Christmas NiGHTS
- Legacy of Kain
- Mario Kart 64
- Rage Racer
- Virtual On

Ever since he got his Go-Kart nicked from the back field on Christmas Day, Paul has made an extra special effort to value his best toys. Funny how some events can inspire a human being to spend a whole lifetime making up for them. But why this meandering philosophical horse-crap tarnishing the pages of CVG – an otherwise bright, colourful, and fun publication? The answer: Phil Dawson. He may have left the magazine, but he hasn't left the building. Nothing is safe. Not even the office copy of *Fighting Vipers*. Grooargh! We'll get you yet Dawson!

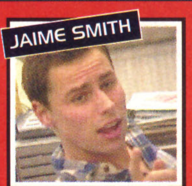


TOM GUISE

DEP EDITOR

CURRENT FAV GAMES:
- Christmas NiGHTS
- Fighters MEGAMiX
- Rage Racer
- Mario Kart 64
- Virtual On
- Christmas Quake

And onto Tom's house, where Phil has spent a jolly weekend tearing up the carpets in his search for food. Slicing chunks of wallpaper from the living room to make party hats, and throwing hamsters as far across the road as they will go from Tom's open window. Okay we are making this up. Chances are Phil spent a perfectly civilised weekend, talking politics with Mr Guise, occasionally taking a break to assist his friend through the more rigorous areas of *Mario 64*. Drinking tea. Shouting 'Good Day' to neighbours. Chance would be a fine thing.



JAIME SMITH

ART EDITOR

CURRENT FAV GAMES:
- Mario Kart 64
- SF Alpha (arcade)
- Killer Instinct Gold
- Fighters MegaMix
- Rage Racer
- Tehken World Cup

Somewhat unfairly, yet much to our amusement, Jaime has been judged "stinky and boring" by the CVG Micro Goblin – Dave Kelsall. So here's what you do next time you see Jaime in WH Smiths, biting his nails: 1. Assume the manner of someone being choked by abominable fumes – worse than Paul's armpits. 2. Ask Jaime a reasonable question, which requires a suitably long answer – directions to the video section for example. 3. Act as though this is the most tedious stream-of-consciousness babble you ever heard and snore loudly. Got that? Excellent.



MIKE NEWSON

DEP ART EDITOR

CURRENT FAV GAMES:
- Mario Kart 64
- C&C Red Alert
- SF Alpha (arcade)
- Quake
- Mix Man
- Fighting Vipers

While the rest of us continue our daily business, dressed in the same rags we started CVG wearing a year ago, Mike... doesn't. He's our last remaining connection to the real world of fast cars, faster women, and music from 12:00 till 7:00 am. A fashion icon within the office, who swaggers in each day like a catwalk model, wearing the latest threads, before settling down to work to the sounds of our generation. Occasionally he might enjoy a game of *Quake* or *C&C: Red Alert*, and for a moment we glimpse a hope for us all. Then it's gone. Oh Mike. Mike.



ED LOMAS

SENIOR STAFF WRITER

CURRENT FAV GAMES:
- Mario Kart 64
- Fighters MegaMix
- Virtua Cop 2
- Quake
- Christmas NiGHTS
- Killer Instinct Gold

We've reached the conclusion that Ed has far too much work to process for an industry standard Text Droid. He has been showing signs of hyper excitement caused by too much Cola on deadline. Assistant Alex has removed some of the problems of overheating we've experienced of late, but it seems the stand-alone unit requires direct attention. So we're exchanging his crusty old swivel chair for a Sulky Drive – kind of like Nintendo's Bulky Drive for N64, only more subdued. This, we hope, will return Ed to his natural state of practised misery.



ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- Fighters MegaMix
- Shadows of the Empire
- Mario Kart 64
- Civ 2: Scenarios
- C&C: Red Alert

We traced Alex's family tree back a few hundred years, and discovered something incredible – he's the direct descendant of the legendary elves who so helped that shoemaker. Like we said, incredible. So this would explain the strange accelerated time-scale Alex works to, somewhat out of sync with our own. And also the enigmatic smile which he wears, seen painted across the faces of all kindly woodland folk in most popular childrens books. Fair to say that we're honoured by Alex's presence, and shall remain eternally grateful for his miraculous work.

NEWS



FIRST PICTURES

Favourites Ryu and Ken are the only familiar characters to appear in *Street Fighter III*. Everyone else is new!

Ibuki is a Japanese Schoolgirl Ninja. Alex is an American with a powerful punch!

The first three tantalising screen shots of the Japanese version of *Street Fighter III* have been released. As you ought to know, *Street Fighter III* is the second of Capcom's games to use the new CP-System III board. Though *Street Fighter III* is still in development, we know already from *Red Earth* (*War-Zard*) how advanced the graphical capabilities of CP-System III are, brandishing silky-smooth animations and almost ten times the amount of colours on screen. *Street Fighter III*, then, should look totally incredible in action. So, a full report GUARANTEED for next issue. The only gameplay details are these: There are three Super Special Moves per character, though only one can be selected. A new blocking action, perhaps similar to an Alpha (Zero) counter, is included – stop an opponent's move then retaliate with one of your own. The only characters carried over from the original World Warriors are Ryu and Ken, everyone else is new. Here's a first look at three.

Capcom's CP-System III. Games transfer from the CD.

Dudley is a British Heavyweight boxer – here demonstrating the new block move.

JACKMIX '97

If the New Year's celebrations have put you in a party mood, you might be interested in this novel music-tinkering package for the PC.

Mixman allows you to mess around with eight different dance tracks, recording your own 'awesome' setpiece out of them. Breaking the tunes into 16 separate components, you can blend any of them together. Adding and removing the different sounds at will. There's also a few neat tricks, such as adding breaks or twiddling the pitch. And it sets the timing of the sounds for you, so it never sounds (too) bad.



The music is pretty good. A blend of garage, techno and ethnic dance stuff from the likes of the Bassbin Twins, Saharafish, Freaky Chakra and Mephisto Odyssey, to name a few. It's a simple package (not for serious musical types), but Ed and Tom have had fun on it (expect their new album this year) And at £20 it's fairly priced. Also, the *Mixman* website (http://www.mixman.com.) offers new demo tracks, so you don't get tired of the old tunes.

BRING OUT YOUR OLD GAMES!

It's only recently that people have realised videogames aren't just a passing craze, but in fact a form of entertainment spanning back over 20 years. Something our History of Computer and Video Games book (free with last month's issue!) showed. Realising this, the British Film Institute wants to create a national videogames archive!

The BFI is urging anyone who can help, to donate old games and machines to this appeal. Around 80% of silent era films are missing, together with much early television, and the BFI don't want the same thing happening to this newer form of moving image entertainment.

Already they have 2000 games and a selection of machines which are stored in their Berkhamsted Archive, next to 300,000 films and TV programmes.They're not looking for every game ever made, just a sample of the best in each genre – sports, platform, beat 'em up etc. Games that also demonstrate crucial advancements in gaming too.

Unfortunately the BFI can't pay for any games or machines offered, but anyone interested should contact Tony Hetherington at the BFI, 21 Stephen Street, London W1P 2LN. Of course, our own Microgoblin (in his Freeplay cabin) will offer you money for the same stuff. So do you want to make a quick buck or help educate the children of the future about how their ancestors lived? You decide!





PRE-XMAS PLAYSTATION PANIC!

In the run-up to Christmas, European demand for PlayStation has been such that retailers in some countries have been unable to get any more machines from Sony.



As reported in trade newspaper CTW the week prior to Christmas, Sony had no more supplies of their console in Italy, Spain, Benelux or Scandanavia, with Germany and France also suffering shortages. While there's concern that these countries would have no machines on the shelves during Christmas week, Sony were confident the UK wouldn't suffer this problem.

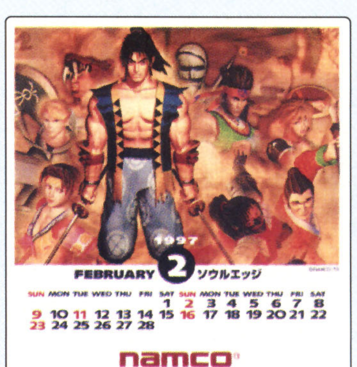
CTW also revealed latest PlayStation ship-out figures (to retailers not consumers). 10 million worldwide, with 4.2 million in Japan, 3.45 million in America and 2.35 million in Europe. Next month we hope to bring you an look at the post-Christmas aftermath, seeing how all games systems have fared!

COMMAND AND CONQUER CONQUERS!

Each month seems to bring new record-breaking game sales with it. For a change though it's not a PlayStation game. Beating recent record breakers *Resident Evil* and *Formula One* for the title of UK's fastest-selling CD game ever, is *Command & Conquer: Red Alert* with 35,000 units sold on release. *F1* sold 30,000 on its first weekend. Expect a new record-breaker next month!

WIN NAMCO CALENDARS!

We're certainly big Namco fans at the moment here at CVG. What with *Rage Racer* currently taking our office by storm, and *Soul Edge* and *Time Crisis* set to appear next month. We have big plans for these and other PlayStation games next issue, but you'll have to wait till next month to find out what. In the meantime, we've got twenty-five snazzy Namco desktop calendars to give away. Each month featuring a smart piece of official Namco art. So the first 25 entries sent to *Namco Calendar Comp*, at the usual address, can have them!







MARIOKART 64 SOLD OUT!

Mariokart 64 – the most awaited N64 game since the machine was launched with *Mario 64* – was finally released on December 14th in Japan, with all copies selling out within three days!

Numbers of the game released equalled sales of the machine in Japan, which means the game was bought by literally every Japanese N64 owner. This puts its initial sales figures at around 350,000!

Such has been the sell-out of this game that we've actually had trouble getting our own copies. Having ordered eight copies from our supplier, we've so far managed to acquire only three!

The game is retailing in Japan for 9,800 Yen (around £70). This comes in a large square box complete with a special two-tone black-and-grey joypad. Clearly Nintendo consider the two-player option essential. Importers in the UK are charging £150 for this pack!

Yes, we've played the game. But seeing as it has only arrived within hours of this issue going to press, we aren't going to do it a disservice by making any comment in this small space. Big things next month.

CLONE AND CONQUER

With *Command & Conquer* now having justifiably taken the world by storm, we're bound to see some 'similar' games. *Krush, Kill 'N' Destroy* is one such title.

The work of Beam Software (a team from the old Melbourne House label), *KKND* is blatantly inspired by *C&C*. Only this time it's set in a post-apocalyptic future, with mutants battling human survivors. Although the style is different (mutants ride spiders and have bone-buildings etc), the resource management and battling is near identical. Electronic Arts are publishing the game over here, and they're hoping that its lower cost (under £30) will make many potential *C&C* fans choose this option instead. We'll review it next month.



PLAY DOS GAMES IN WIN '95

With PC proving popular this Christmas, there's bound to be a lot of new PC gamers out there having trouble loading DOS games. Enter *Power2Play*.

This application allows you to load DOS games and applications through Windows '95. It will autosearch for certain titles (*Mechwarrior, Doom* and *Duke Nukem* among them). Others can be easily added manually through its simple interface. What's more, it provides a special window so you can shortcut straight to your games menu.

Definitely a good application for that PC owner who just wants to play games without all the Ed Lomas-style techy fuss. And it's only £19.99.

A DOUBLE WHAMMY!

If you're still a faithful Megadrive gamer seeking classics (something we wholeheartedly approve of), you'll be pleased to hear that Codemasters have brought out some of their best titles on budget carts!

The *Double Hits* packs feature two games on one cart, each for only £29.99. The sports cart features *Brian Lara Cricket* and *Pete Sampras Tennis*, while the arcade action cart has *Micro Machines* and *Psycho Pinball*. CVG considers both to be an excellent deal. Better still though, is *Micro Machines 2* at £20. It's an all-time classic and you should still play four-player link up now. Ya hear!

SIMCOPTER LOAD OF THIS!

Maxi's latest Sim game, *SimCopter*, was delayed from its December 13th release, due to a bit of naughty internal vandalism.

It seems one of the programmers decided to respond to the portrayal of women in video games, by putting semi-naked men in the game instead of a brass band.

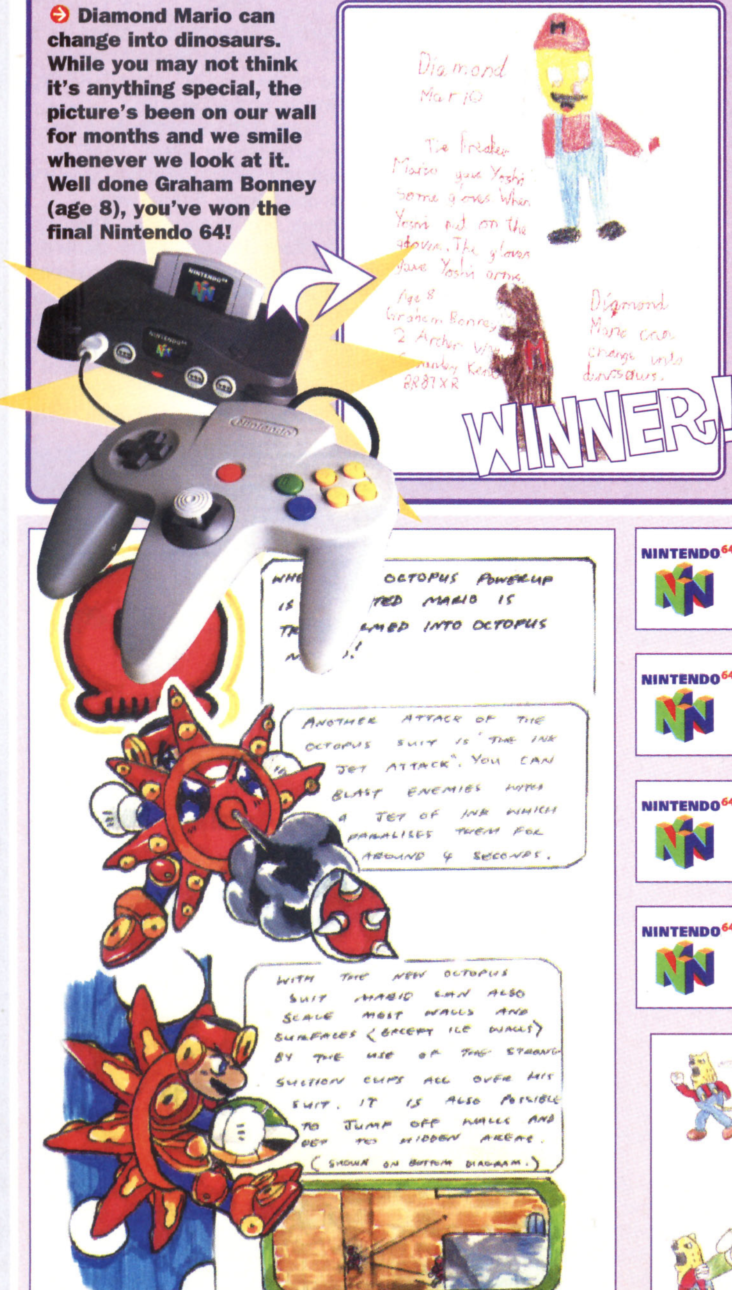
As such, the game's release was put back until January 10th while they reprogrammed it.

drawinz wot you dun of Mario

YO KIDS! HERE'S WHERE YOU FIND OUT WHICH WERE MY FAVOURITE POWER-UP IDEAS!

Time's up! That's it! Pencils down! The end of one of the most popular competitions ever!

Our competition to win a Nintendo 64 with a copy of *Mario 64* was started many months ago, and we've already given out two machines as prizes. This month we went through hundreds of entries to pick the third and final winner, as well as some of our other favourites. Thanks to everyone who entered.



Diamond Mario can change into dinosaurs. While you may not think it's anything special, the picture's been on our wall for months and we smile whenever we look at it. Well done Graham Bonney (age 8), you've won the final Nintendo 64!

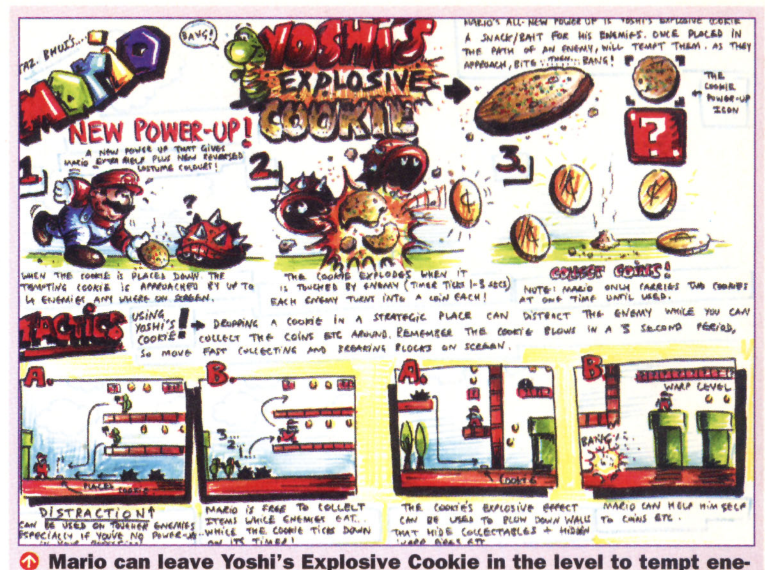
Octopus Mario! Alex Watkinson's power-up lets Mario do all sorts!

NINTENDO 64

NINTENDO 64

NINTENDO 64

NINTENDO 64



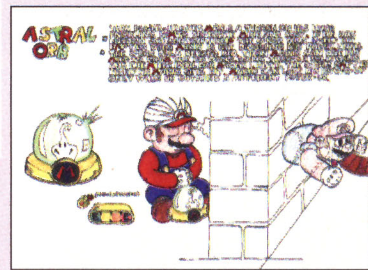
Mario can leave Yoshi's Explosive Cookie in the level to tempt enemies over. When they touch it, the cookie explodes! Thanks Jaz Bhui!



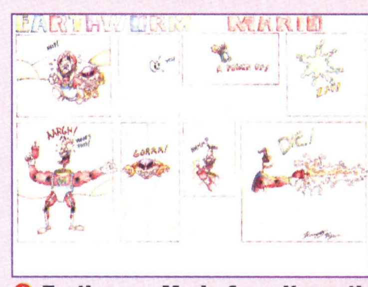
Look at Nicholas Peaswood's amazing hand-painted artwork!



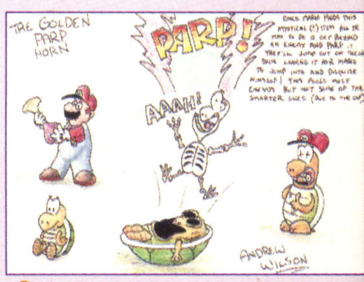
More from Mr Peaswood! It's Pasta & Meat Balls Mario!



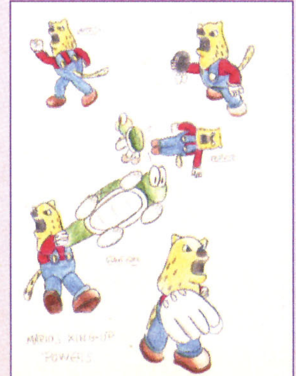
Niels van Rijen from the Netherlands sent us the Astral Orb and Salsa Surprise power-ups for Mario. We especially like the Astral Orb.



Earthworm Mario from Kenneth Fejer, Denmark. Offensive to Paul!



Andrew Wilson from Scotland's Golden Parp Horn scares baddies!



Tekken 2's King Mario! Thanks to Danny Miller from Chester.





Good entry and brill tie-breaker from Daniel Bowes!

WHO HAS WON THE THIRD NINTENDO 64?

COMPETITION

Some Games are Simply Streets Ahead of the Competition

"A must-buy classic. SimCity 2000 is a big game in every sense - there's never been a more detailed or comprehensive sim on the Super NES."
NMS - 93%

SIM CITY 2000
THE ULTIMATE CITY SIMULATOR

HOT PROPERTY FOR THE SUPER NINTENDO

- $ Superb conversion of the PC CD-Rom smash hit
- $ Build vast cities using past, present and future technologies
- $ Improved graphics and user interface
- $ Enhanced charts and graphs providing even more control
- $ Totally customisable terrain
- $ Battery back-up plus 256K S-RAM











Please send your letters to:

MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

The sender of the best letter each month wins the software prize of their choice. Can be ONE of anything!

Sometimes we wonder who is the authority around here! You all seem pretty convinced that CVG knows what its talking about, but you can't resist having a dig can you, eh! "Nice mag – but..." seems to be the general rule at the moment. Well, we do listen you know, so hopefully the masses won't be forming a rebellion in the long run. We only live to serve, etc...
1997 is going to be a big year for CVG and its readers, and we want all of your ideas, comments and suggestions to help keep us in our position as the UK's number one video games magazine.

SCART FOR ART'S SAKE

Dear CVG

I want to buy a US N64, but I am unsure of the best way to connect it to my TV. Importers tell me that I will either have to buy a SCART box lead, or have the machine converted to give a SCART signal. I don't like the sound of either because it gives me the impression that the picture quality will not be as good as it could be. Could you tell me if it is possible to run a US N64 through the red/ yellow/ white AV leads? I tried this with my PlayStation and got a full screen colour picture, but it was very hazy compared to the picture from my SCART lead. I want an N64 that plays games that look as good as *KI Gold* did on Gamesmaster. Please can you tell me how I can achieve this.

Daniel McAlister, Edmonton



CVG: Both Japanese and US N64s don't put out an RGB signal. The best quality picture you can obtain is through an S-Video socket, which is placed near the AV sockets on most modern tellys. BUT your TV must have an NTSC monitor built in for the picture to be displayed in colour. The S-Video picture is almost identical to RGB SCART, but if it's RGB SCART you're after the only option is to pay for a reputable engineer to adapt the N64 internally.



You'll need to pay BIG money to get a really good N64 SCART picture.

WE NEVER MADE IT UP!

Dear CVG

Following from Ryan Murray's letter (CVG issue 180) I have to agree with him about the difficulty of choosing a game across a number of formats. I would like to see a comparisons column so that you could point out to developers particular weaknesses you have found between one format or the other. This might help them to try and improve on those weaknesses for other games currently in development.
I'm very pleased with the much improved layout of the magazine and have found that a number of other magazines have changed their look to try and compete with you. Congratulations on taking a bold move on changing the look of a popular magazine and being the first to experiment with this new look. I do have one gripe with it that does bring down the look somewhat, and that's the paper in the Free Play pullout. Where did you get it from???? It's more akin to the paper you find in public conveniences and not a top-selling multi-format magazine like yourselves. Apart from that, I think the magazine's tops and look forward to each issue.

Ian Johnson, Langley Mill

CVG: Usually the strengths and weaknesses of presentation across formats is out of the developers' hands. However, there have been occasions where a publisher has trusted a conversion job with an outside developer, and the results have been disappointing. Not sure whether the publishers in question really give a damn – if they did, these lazy mistakes wouldn't have happened in the first place.
Free Play is intended as a quick reference, no nonsense gamesplayer's guide. The philosophy is that listings of tips, charts, and concise players guides don't need to be spread over twice the amount of pages in full-colour. And you can wipe your arse with it, if you really want to.


The Computer and Video Games FREE Pull-out Guide

Christmas FREEPLAY

VIRTUA FIGHTERS AND FIGHTING VIPERS – IN ONE GAME!!

Contents

BARKING IN BARKINGSIDE

Dear CVG,

One thing lately has been bothering me. Well I heard that the ELSPA rating on the back of video games cannot be used to prevent people from actually buying the game, and that it is only a guideline for parents etc. But when I went to buy *Quake* for my PC the bloke at the shop wouldn't let me. I can't understand why. If you don't print this letter I'll kill you for absolutely no reason, but can you print it anyway. Keep up the good work in this fabulous mag that I will keep buying forever.

Jeremy Chow, Essex

CVG: Either this letter is a joke, or that "bloke at the shop" knew exactly what he was doing. Quake, in fact, carries a **legal** BBFC 15 rating. Does Jeremy Chow walk around with a combat knife clenched between his teeth or something?

ALL MOD 'CONS'

Dear CVG,

I am a disabled person who likes playing video games so I bought a PlayStation from day one. But I wish I'd bought a Sega Saturn as it's got all the good games. So I bought a Saturn a couple of months ago. I could have gone to the Arcades but how many do you know have lifts or ramps, for example Sega World? I've read nothing about a lift. I'm sure that lots of disabled people like playing video games.

M Ali, London

CVG: We spoke to Freuds, the PR company who represent Segaworld, and they explained that there is wheelchair access – though it is the policy of London's Trocadero centre to only admit three people in wheelchairs into the complex at any one time. This may seem harsh, but it's due to fire regulations. Anybody who requires a wheelchair to get about is allowed into Segaworld free of charge. And if you have an assistant with you, they get in for half price. If you have any further questions, here's the number you should call: 0171 580 2626.



BAG

BUILD IT AND THEY WILL COME

Dear CVG,
The point that I want to bring to your attention is simple. The demo disc which I got from Sega Saturn Magazine caused me to go out and spend £45 on World Wide Soccer 97. Why? Because I was so impressed by the demo version of the game that I could not resist buying the full game.
Then I opened up the December edition of your most hallowed mag to discover that Sega are releasing a 'special' version of *NiGHTS* to encourage people to vote Saturn. Now I know this is also open to existing Saturn owners but let's face it, *Christmas NiGHTS* has been released to attract people to the Saturn. This is where my semi original ideas come in.
Why don't Sega...
1. Compile three or four demos of upcoming or classic games and give them away with their top titles.
2. Sell the CDs to top magazines such as yourself who then give their readers the opportunity to send off for the discs.
The point that I am making is that my demo disc told me more about *WWS97* than any review ever could. I got to play it. I felt what it was like to win a match, to score a goal. As I like to try before I buy it was perfect for me, and I am sure that I am not the only one with this attitude to games.
Robert Small, Lytham St Annes

CVG: Yes, it is important for players to get hands-on experience of games. So it's frustrating to see such dismal set-ups in a lot of the major games stores, and especially the consumer electronics stores. Wish we could mention some names here! Point is, if more people could experience those great games we say are worth buying, it's more than likely that more games would sell. Sadly cover discs are out of the question for CVG – we cover too many formats to keep everyone happy. The demo disc idea is definitely a good one for Sega.
They read this magazine, so...


Sega WorldWide Soccer 97: Playable demos encouraged sales of the game.


We think that the free *Christmas NiGHTS* demo will help sales of "real" *NiGHTS*.

64-BIT! 3D! AWESOME!

Dear CVG,
Brill mag. Wicked poster. Any chance of more in future issues? A few questions!
1. I've heard rumour that Japanese N64s can play UK/US games. Is this true?
2. Are Sony making a 64-bit upgrade? In issue #174 Tom said "Sony are working on a PlayStation upgrade." Then, in issue #174 he said "Don't hold your breath". Well, are they making one or not.
3. *Tekken 3*, any more news? Will it be released on any more systems?
4. *Street Fighter 3D* looks cool! It will come to PS won't it?
5. *Star Wars: SOTE* looks awesome. Any news on the storyline?
PS I killed a person called Pink Floyd in network *Quake*. Was it Ed?
Sean Cooper, Dublin

CVG: 1. Yes, but there is some minor surgery required on the casing.
2. They're almost certain to be planning a follow-up to the PlayStation, yes. A 64-bit upgrade for the existing system, no.
ED: It probably was me. You can normally tell, as I spend more time sending messages than fighting.









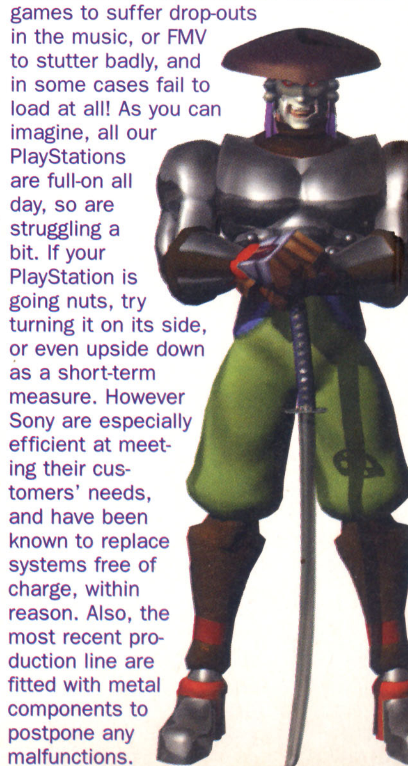
T-T-T-TEKKEN T-T-T-2

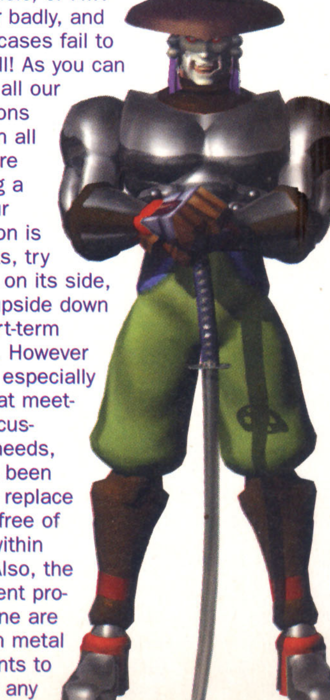
Dear CVG,
You are my last hope. I have put this problem to everyone I know and I just CANNA get an answer! On the 18th October 1996 I bought a PlayStation, my second one at that (I sold the first because of lack of software at the time). Now since I didn't have any games with it, I had a lend of a couple of my friends. These all worked perfectly. Soon after buying my PlayStation I purchased *Tekken 2* (one of the main reasons I bought another one) and brought it home to grace my PlayStation. Now this is where everything started to get weird.
First of all *Tekken 2* worked perfectly. Then, after a day or two it suddenly started playing up. By this I mean that the intro FMV would be all scrambled and the music was just so broken up you couldn't even make it out. This problem seemed to effect the in-game music as well. Then the game wouldn't load properly either, taking absolutely ages and the majority of the time it crashed. This also affected the end sequences. I took *Tekken 2* down to my buddy's house to see if it would work. To my amazement it worked perfectly.



The problem however progressed on my PlayStation – now it won't even load.
I know what you're thinking – the lens is dirty, the disc is scratched and dirty. That is definitely not the answer. Now could it be that Sony have changed the insides of the PlayStation once again as to make it impossible to insert the 'chip', and in the process completely messed something up. I mean something like the speed the code runs off the CD. This is the only thing I can think of because my friend's PlayStation is an older model.
Please can you help me clear this up, because you are the ones that people like Sony and Namco listen to. I'd also like to hear from anyone else who has experienced this problem.
C Coleman, S Wales

CVG: We've had complaints from a fair few people about this problem. The route of the problem is reputedly the plastic 'turntable', which distorts when overheated. After a few months of concentrated use this causes games to suffer drop-outs in the music, or FMV to stutter badly, and in some cases fail to load at all! As you can imagine, all our PlayStations are full-on all day, so are struggling a bit. If your PlayStation is going nuts, try turning it on its side, or even upside down as a short-term measure. However Sony are especially efficient at meeting their customers' needs, and have been known to replace systems free of charge, within reason. Also, the most recent production line are fitted with metal components to postpone any malfunctions.





DUN WAITIN

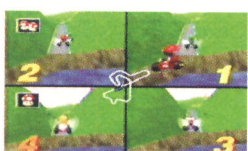
Dear CVG,
As I have recently subscribed to your excellent mag, I feel obliged to add my opinions and beliefs. This letter has been written in the heat of my blistering rage! This rage was brought on by the sheer laziness of THE Games (the company that took over from Nintendo UK). They have failed to stand up for the gaming public of Britain; they have let release dates slip for the Nintendo 64, and go back on their words due to any sudden whim of Nintendo Japan (I am referring to the promise of a better deal for all RPG fanatics of Britain, with many more releases supposed to occur; but they never did).
So I have moved my financial backing to the importers, and in turn to THE's foreign counterparts. They have all the latest releases months before the official release date, at around the same price thanks to the favourable exchange rates, and you do not get those annoying black bands above and below the screen if you buy an import machine. I can only assume that THE's utter lameness is due to the fact that they are a relatively new company, and they don't have the guts to go against the flow of Nintendo's overbeari[ng] word. I just hope they get their act together soon.
Jeffrey Sheen, Crowborough

CVG: We can appreciate your frustration, Jeffrey, but THE Games aren't to blame for Nintendo's UK policy. THE, for a[ll] intents and purposes, are a distributor and have been runni[ng a] pretty tight and successful business. In fact we hear they were congratulated at a private dinner in Japan this past Shoshinkai. So, we're just as frustrated over the lack of first-rate RPGs to have been released – especially *Final Fantasy III (VI)*. But we hear Nintendo are right on schedule for March 1st 1997 with N64. In the meantime there's *Terranigma*, *Tetris Attack* and *Donkey Kong Country 3* to keep you going.









Just think of all those fantastic Super NES games you can be playing until the UK release of *Mario Kart 64*... like *Mario Kart*!

WHAT YOU DON'T KNOW

Dear CVG,
There's something that's been bothering me for a long time. A lot of letters that I read in mags and things I hear from other gamers are biased towards games, companies or certain systems. People blabbering about how their system is top notch while others are no good and a waste of money. It seems that some people are busier doing that than enjoying their games. I'm 20 years old now and I've been playing games for quite a while. I've been very happy with every system I owned. In the beginning I had an MSX. I didn't know anything about specs or other systems. I was just having fun playing the games. And as I got older, I learned more about consoles and the whole gaming scene. I also noticed people being biased, including myself. But then I thought: Isn't this about entertainment and having fun?
I've owned an import PlayStation for about a year now and because of great games like *NiGHTS*, *Virtua Fighter 2* and *X-Men*, I bought an import Saturn this year. And I hope to own a Nintendo 64 by next year or so. You don't have to own multiple systems to appreciate them. I'm just saying that you should have fun with your machine and have an objective opinion towards others. As for games mags, there aren't many that cover all systems and are unbiased. In fact, there's only one, and that's CVG!
Peter Klungel, Appingedam



CVG: Right, so now it's our fault?! We know that there are lots of players out there who don't buy games magazines, and are happily oblivious to what's going on elsewhere. Unfortunately that's not the kind of culture we're trying to create with CVG – we want everyone to appreciate all games!!! So, hurrah for Peter Klungel and others like him.

FOR DIE-HARD FIGHTING FANS ONLY

Dear CVG,
As much as I love *Street Fighter* and Capcom, and I mean love as in maniacally obsessed, I have a confession to make. I am rapidly coming to the conclusion that *SF* has been usurped by AM2's masterpiece *VF3*. In the past my preference, and money, has always lied with Capcom's fist feast, but after weeks of spending far too much money on *VF3*, at £1 a slog, I feel Sega have produced the ultimate fighting game so far. Yes the graphics of *VF3* are stunning, but the gameplay has built on *VF2* to make the most enjoyable game I have played in a long time.
I really want Capcom to sway me back to their flock with the upcoming *SF EX*, *SF Zero 3*, and of course the legendary *SF3*. But I have my doubts, *SF Vs X-Men* being the main cause of my concern. Yes it is a very impressive game, watching Apocalypse for the first time with other avid gamers, I remember all [jaw]s dropping. But within two weeks of [purchase]ent I had the game licked with all 17 [ch]aracters, and except for an [o]ccasional spin with my favourite [t]eam, Cammy and Rogue, the game [o]ffers little to sway me away from the newly crowned *VF3*, and *KOF 96* - in my opinion the best 2D beat 'em around at the moment.
[C]ome on Capcom, pull your socks [and] see a Saturn *Star Gladiator*, a PlayStation *Marvel Super Heroes*, arcade *SF Zero 3*, and my biggest wish, *SF3* blow away all competition.

Before I sign off could you please answer my Capcom crazy Q's please:

1. Who is the dude in Guy's ending (and in the portrait of Guy on the Saturn illustrations)?
2. Is Dan the son of Gouken (Sheng Long)? I presume that is Gouken who appears in the Saturn illustration of Dan with a bloody face. What is Dan's relationship to Sagat? I once read that Sagat killed Dan's father, who was stated as being Donovan from *Vampire Hunter*. What's the deal?

Finally, for *SF* freaks like me, any chance of the following two features in your excellent mag?
1. *SF1* feature, pics and character profiles. I haven't seen the old game in ages and I can't remember who the fighters are who didn't return in *SF Zero*.
2. A *SF* history chart showing all the characters and their relationships to each other, similar to the *Tekken 2* one in the CVG review for that game. (Like many others I have the Japanese copy of *SF Zero 2*, and thus can't read the dramatic battle speeches and the character endings).
Ian Michael Wragg

CVG: The man depicted in Guy's end tribute is Goutetsu, his teacher.Dan is not the son of Gouken, though it is Gouken who appears in the illustration you mention. Sagat killed Dan's father, which is why he sometimes cries and shakes his fist at Sagat before fighting (the word he says translates as "Father" in Japanese). Sniff. But Donovan ain't Dan's Dad, an' dat's dat. About those ideas, if we get enough requests we'll do something about it. (By the way, Ian would like you all to know that it was he who was responsible for the '2D Into Infinity' letter a while back.)

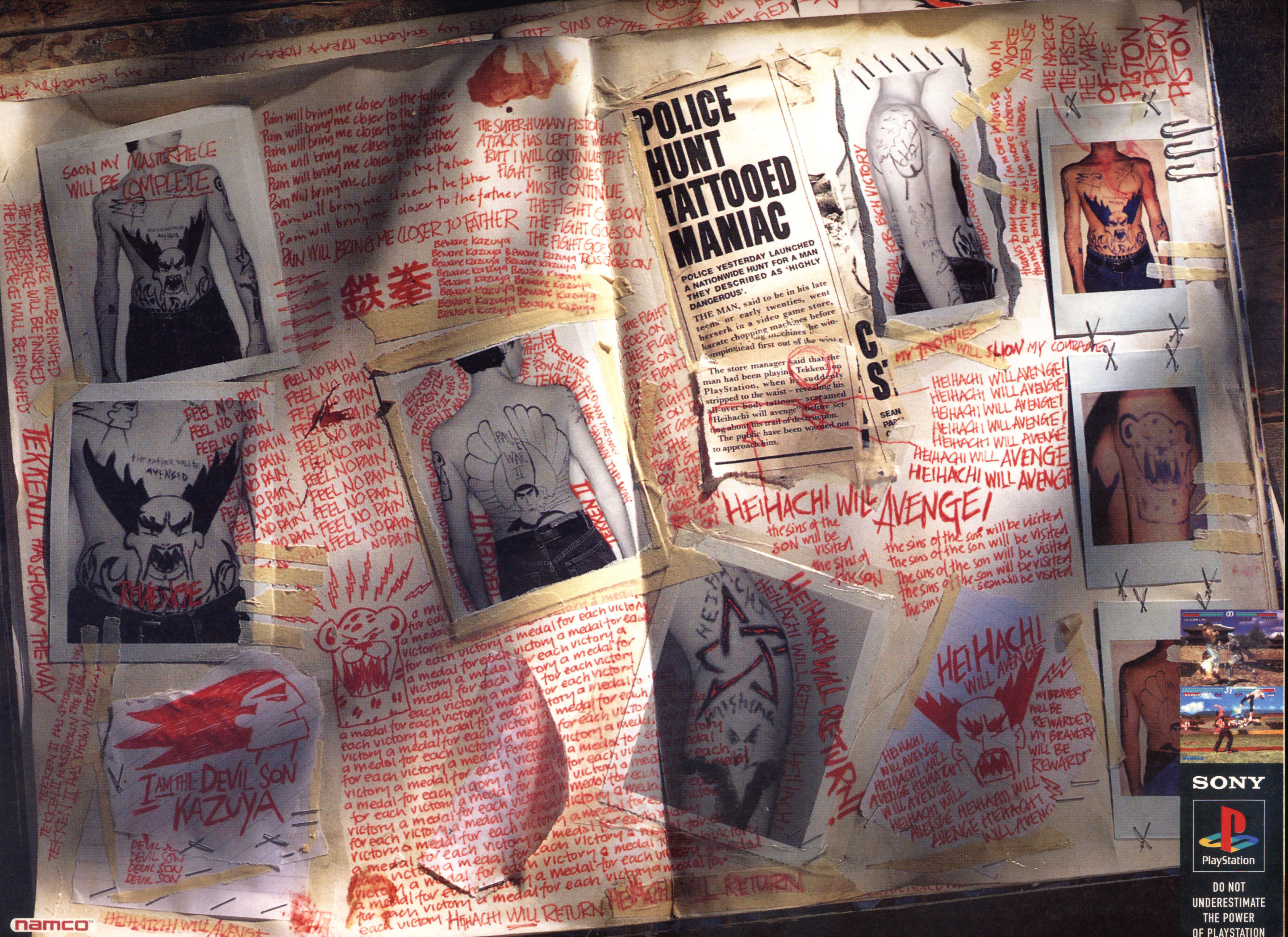
STAR★LETTER

GIVE US A CHANCE!

Dear CVG,
As a newly converted Saturn devotee I must admit I am slightly alarmed at the demise of so many computers/consoles in such a short time. Although consoles have been around for more than a decade it's frightening to see how many systems have been dumped for more powerful hardware. Less than two years ago Mr Mega Drive strolled around the block, assured of its God-like ability for gaming potential. Yet it's been dropped faster than the Spectrum in favour of 32-bit gaming. What's more scary is the potential oneupmanship of rival companies vying for a slice of cutting edge technology. How soon will the 32-bit become obsolete and the Nintendo 64 a thing of the past? It seems that the drive for more powerful (and expensive) machines is hotting up and while some may swoon over the potential of the PlayStation 128 and the Saturn 512, the existing machines will never be fully exploited and Mr Consumer will pay through the nose for hardware that's obsolete within a week.
Matthew Bullman, Airedale

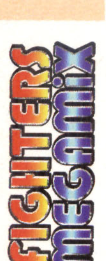
CVG: From a gamer's point of view, especially those who invest large amounts of money building a huge collection, to see their machine become 'obsolete' is a major concern. But there is a large element of peer pressure involved here – you don't have to buy a new machine the month it's launched, and hardware manufacturers do support their older machines until the bitter end. It's in their best interest too y'know. Besides, six or seven years is a fairly good innings for any piece of hardware, let alone one that's so fashion driven as the console. And the 32-bit scene is nowhere near the size of the 16-bit one at this stage of its development. Perhaps this is users such as yourself demonstrating just how far they're willing to go within a reasonable budget in such a small time scale.





POLICE HUNT TATTOOED MANIAC
POLICE YESTERDAY LAUNCHED A NATIONWIDE HUNT FOR A MAN THEY DESCRIBED AS 'HIGHLY DANGEROUS'.
THE MAN, said to be in his late teens or early twenties, went berserk in a video game store, karate chopping machines before
The store manager said that the man had been playing Tekken2 on PlayStation, when he suddenly stripped to the waist - revealing his all-over body tattoos - screamed "Heihachi will avenge" before setting about his trail of destruction.
The public have been warned not to approach him.
SOON MY MASTERPIECE WILL BE COMPLETE
Pain will bring me closer to the father
PAIN WILL BRING ME CLOSER TO FATHER
THE SUPER-HUMAN PISTON ATTACK HAS LEFT ME WEAK BUT I WILL CONTINUE THE FIGHT - THE QUEST MUST CONTINUE
THE FIGHT GOES ON
Beware Kazuya
鉄拳
FEEL NO PAIN
THE MASTERPIECE WILL BE FINISHED
TEKKEN II HAS SHOWN THE WAY
REVENGE
I AM THE DEVIL SON KAZUYA
DEVIL SON
a medal for each victory
A MEDAL FOR EACH VICTORY
HEIHACHI WILL AVENGE!
the sins of the son will be visited
MY TROPHIES WILL SHOW MY COURAGE
HEIHACHI WILL RETURN!
HEIHACHI WILL RETURN
MY BRAVERY WILL BE REWARDED
NO, I'M MORE INTENSE
THE MARK OF THE PISTON
namco
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

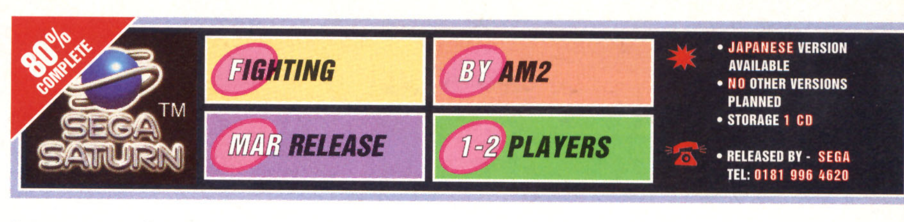










What do you get if you cross two incredible High Five scoring fighting games from AM2, then add loads of amazing new features?

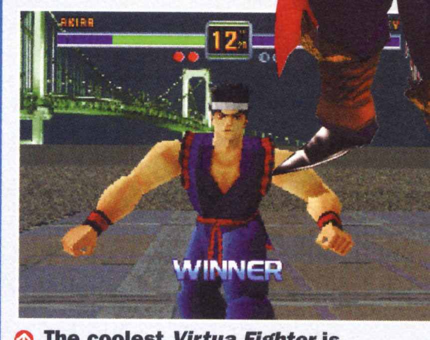
FIGHTERS MEGAMIX



While we reviewed *Virtua Fighter 2* before our new, improved High Five rating system, there's no doubt at all as to what it would score if we re-reviewed it today – a High Five, of course! It's one of the best console games available, and arguably the best fighting game around (other than *Virtua Fighter 3*). So imagine how excited all of us fans got when Sega recently announced that a game combining *Virtua Fighter 2* with another of AM2's incredible High Five scoring fighting games – *Fighting Vipers* – was to be released! Imagine how we fell over at the idea of new moves taken from *Virtua Fighter 3*! Imagine how we screamed at the thought of ten new fighters taken from other AM2 classics! And imagine how we jumped at the chance to play the game and sample these incredible features for ourselves!

THE MEGAMIX!

Fighters Megamix has EVERY character from *Virtua Fighter 2*, including Dural plus EVERY character from *Fighting Vipers*, including Mahler, B.M. and Kuma Chan! On top of these 22 fighters, there are another 10 secret characters to find and master! Because of the similarity of the two games, combining all of the fighters into one was possible, and they seem as though they were made for each other!



The coolest *Virtua Fighter* is probably the best *Megamix* character!



Jacky is a much flashier fighter than he was before. He's also VERY quick!



The 22 fighters available from the start of the game. The "?"s fill up as you play the game more!



"Aaaaaaaai Wiiiiiiiiin!" Jeffry is back, with some painful-looking new moves!



Lion has lots more low, dashing attacks than he did in *Virtua Fighter 2*. He's annoying!

SEE WHO YOU CAN BE!



Who could this secret fighter be? If you want to find out, read the text to the right!

Not only does *Megamix* have all 22 fighters from AM2's main beat 'em ups, but it's also got another 10 from their other games! Every character has got their own stage to fight on, but we're not going to reveal how they look just yet. The 10 secret characters are as follows: *VF Kids* Akira, *VF Kids* Sarah, Rentahero (from an old and obscure Sega game), Siba (a prototype fighter from early *VF1* demos with a big sword), Bark (the polar bear from *Sonic Fighters*), Bean (the duck from *Sonic Fighters*), Hornet (the car from *Daytona USA*), Janet (from *Virtua Cop 2* – she plays just like Aoi in *Virtua Fighter 3*!!), Ura Bahn (a powered up Bahn), and Deku (a big, smiling bean with maracas and a hat!). We've played as all of these characters, but aren't showing you anything of them or their fighting styles yet. Just be patient and wait until you play the game – you will be rewarded with fantastic surprises!

? ? ? ? ? ? ? ? ? ?





Wolf's grapple lets him move into lots of different throws!



At the moment, whenever Shun drinks his wine during a fight, a small bottle appears above his energy bar to show how much he's had.

IT'S VIRTUA FIGHTER 3 IN THE HOME!



Possibly the most exciting thing about *Fighters Megamix* for big fans of the *Virtua Fighter* series is that all of the *VF2* characters have most of their new moves from *VF3*! This means that Wolf has all of his new grapples, Shun can do far more weird drunken moves, and Kage has his spectacular backflip throw! This adds to the game massively, and gives owners of *Virtua Fighter 2* and *Fighting Vipers* another reason to buy *Megamix*!

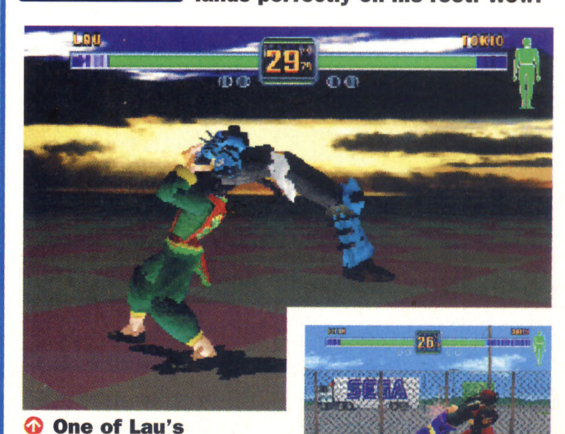
Janet Marshall from *Virtua Cop 2*. You can play as her in *Fighters Megamix*! She's even got a gun!

Lion climbs up his opponent's chest, jumps over their head...





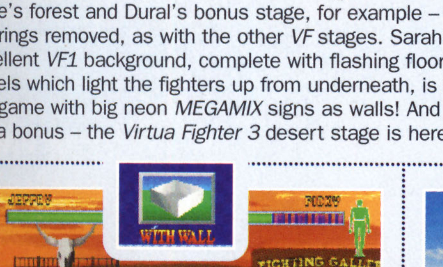
And kicks them in the back as he flies past! He then flips and lands perfectly on his feet! Wow!

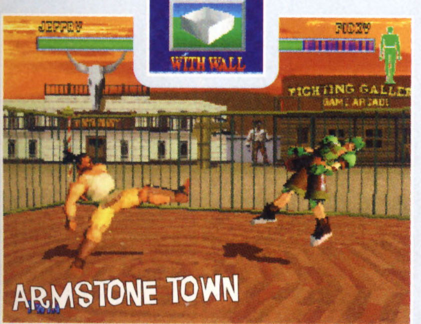


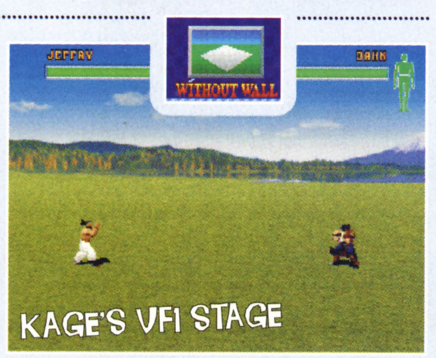
One of Lau's amazing new *Virtua Fighter 3* throws!

TEAR DOWN THE WALL!

Every character has got their own stage – the *Fighting Vipers* stages still have the walls of the original game, but the *Virtua Fighter* stages have had the rings removed. These stages now go on for ever, like they do in *Tekken 2*. There are also some backgrounds from *Virtua Fighter 1* added – Kage's forest and Dural's bonus stage, for example – with the rings removed, as with the other *VF* stages. Sarah's excellent *VF1* background, complete with flashing floor panels which light the fighters up from underneath, is also in the game with big neon *MEGAMIX* signs as walls! And an extra bonus – the *Virtua Fighter 3* desert stage is here too!













One of the best new moves is this throw...



Grace is tossed high into the air...



Kage backflips up towards her...



Grabs her, spins her over, then drops down...



Smashing her head into the floor! Incredible!

WHO SHALL WE BEAT UP TODAY?

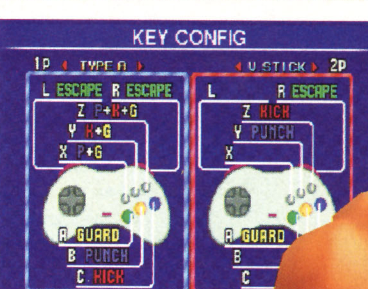
The way that *Megamix* works in one-player mode is very different to previous AM2 fighting games. At the start, you choose one of four paths through the game – Novice, Virtua Fighters, Fighting Vipers, or Girls. After fighting through all six opponents in any of the paths you meet a mystery boss, represented by the "?" at the end. Once this boss has been beaten, they are added to your collection of secret characters and you can play as them at any time! After a while, more paths through the game open up – Dirty Fighters, for example!



Pick the course you want to take, in order to collect the secret fighters!







You can set the escape button here.



ESCAPOLOGY WITH FIGHTERS MEGAMIX!

Another *Virtua Fighter 3* feature is the "Escape" button, enabling every character to dodge into or out of the screen. The Escape button is usually one of the top shift buttons, but can be configured to whatever you want. Like *Virtua Fighter 3*, the game benefits greatly from this new freedom of movement, letting players move away from walls or dodge attacks!

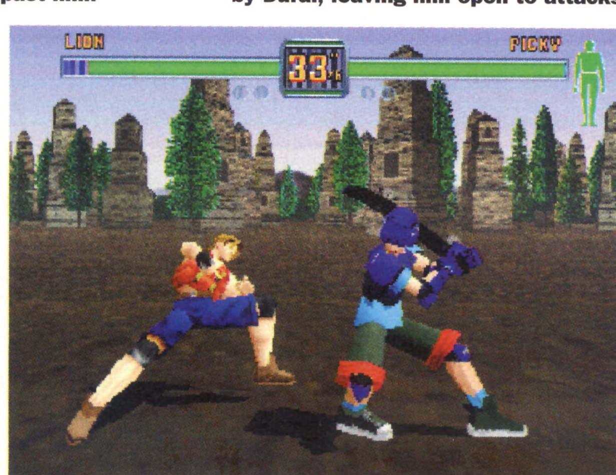


Just as Jane runs at Jeffry, he dodges around, making her stagger past him!



B.M.'s rushing punch has been dodged by Dural, leaving him open to attacks.







THE VIRTUA VIPERS VS FIGHTING FIGHTERS!

Putting the *Virtua Fighter* characters against the *Fighting Vipers* makes everything a bit unbalanced. To sort this out, there are two modes – one to make the game play like *Fighting Vipers*, and one to make it more like *VF*!

VIRTUA FIGHTER MODE

When the game's set in *Virtua Fighter* Mode, all of the fancy effects of *Vipers* Mode are removed. Also, the action is toned down a bit – uppercut attacks don't throw people so high in the air, and big hits don't send people flying backwards so far. The armour breakers and mid-air recoveries are also removed, making it play a lot more like *Virtua Fighter 3* overall.



Virtua Fighter **Mode is a bit more serious than** ***Fighting Vipers*** **Mode.**

FIGHTING VIPERS MODE

In this mode, all of the *Virtua Fighter* characters can do armour-breaking moves, shown by a white flash just before the move connects; as well as the mid-air recovery of *Vipers* – pressing all three main buttons at once makes the fighter flash green and land on their feet. And they can all do *Fighting Vipers* flashing power counters! There are also fancy smoke effects on certain moves, small explosions show hits, and dust flies up when someone hits the floor.



Akira's double jumping kick works as an armour-breaker in ***Vipers*** **mode.**

All of the ***Virtua Fighter*** **characters can jump off the walls as well!**



When hit into the air, pressing G, P and K together makes everyone land on their feet. Here, Jeffry is flashing green as he does it.



A BRAND NEW WARDROBE TOO!

In the early version of the game we played, all of the *Fighting Vipers* had new second costume colours. In the finished version, EVERY character will have new outfits! We're not revealing all of them here – instead we're just showing a few of the new *Vipers* colours.



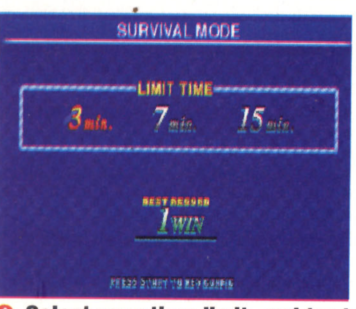
Honey's new yellow dress. There's also a special costume for Honey, where she's wearing long stripy socks!



Picky's got a new green outfit, and his Pepsi board's been removed. Instead, it's got MEGAMIX written on it!

SURVIVAL MODE

In the new Survival Mode, players are challenged to beat as many people as possible in a time limit of 3, 7 or 15 minutes. To make it extra-difficult, you only have one energy bar with which to achieve this!

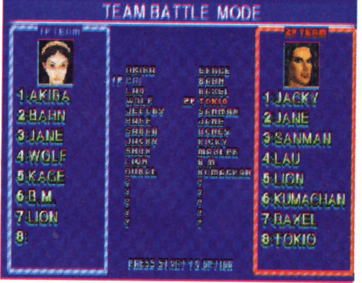




Select your time limit, and try to take out as many enemies as possible before it runs out! You don't recover health after each game.

TEAM BATTLE MODE

Like both *Fighting Vipers* and *Virtua Fighter 2*, *Megamix* has a team battle mode, which lets players pick a number of fighters and pit them against a friend's team. When one fighter runs out of energy, they are out of the game and the next team member takes over. Simple!





Select your eight favourite fighters, and take them into a fight against your friend's. Notice all of the secret character "?"s.

LOVELY LIGHTING!

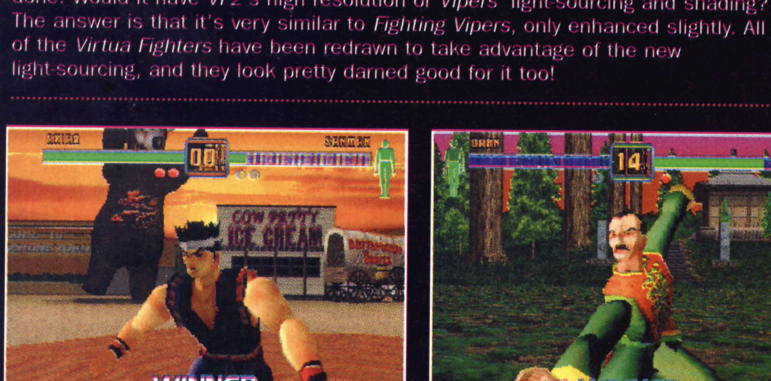
When it was first announced that there was going to be a game combining *Virtua Fighter 2* and *Fighting Vipers*, everyone wondered how the graphics would be done. Would it have *VF2*'s high resolution or *Vipers*' light-sourcing and shading? The answer is that it's very similar to *Fighting Vipers*, only enhanced slightly. All of the *Virtua Fighters* have been redrawn to take advantage of the new light-sourcing, and they look pretty darned good for it too!



Jane's stage has four coloured light-sources.



Dural sometimes looks brilliant with the new light-sourcing on her.



Old Armstone Town is set at sunset, so there's an orange haze across the whole stage.



Kage's forest is very dark, with a strong light source to one side.





Perform a running throw on a wall-less *VF* stage, and the opponents stagger a long way!

Jacky being forced through Honey's wall!



Wolf is now one of the best-looking fighters.



Smash! Sanman's enormous backside blows Picky's skateboarding armour off!



Dural can now do moves taken from Shun and Lion, as well as the other Virtua Fighters!



The plane taking off from Tokio's airport stage has been included!

As you can see, Mahler and B.M. no longer look like the same character. Mahler's new coat and face paints are particularly cool!



Jeffry's straight kick sends opponents flying in *Megamix*, right through the walls!



Mahler looks completely different now when he loses his armour. No more headdress!



Akira's counter attacks work the same as they do in *VF3*...



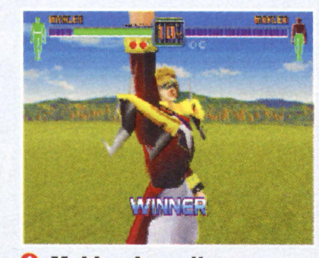
They are now a lot easier to do than they were in *VF2*...



But they're still some of the coolest moves in the game!

NEW ROMANTIC MAHLER!

In *Fighting Vipers*, there's a secret fighter called Mahler who wears a brown costume with a snake helmet and shoulder pads. There's also a playable boss called B.M. (Big Mahler) who is identical except for a few extra moves and a few inches of height. To distinguish between the two fighters in *Megamix*, Mahler has been given a completely new costume which makes him look like something from Adam and The Ants!





Mahler doesn't wear a snake headdress any more – you can now see his face with a silver streak across his nose!

WEAPON BREAKERS!

Another new feature lets players disarm characters with weapons! For example, if you hit Picky enough times, his skateboard begins to flash red. Hit him around some more and it might even explode! The same goes for Raxel and his guitar!



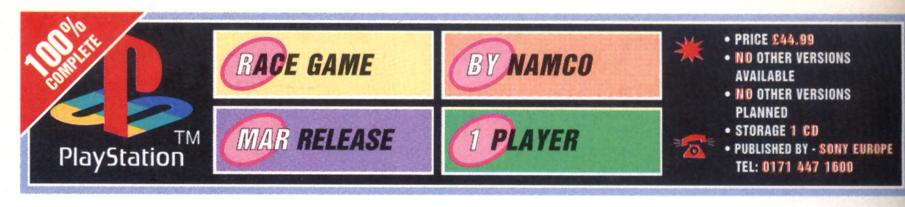




AM2 FIGHTING MASTERS!

By the time this issue is on sale, *Fighters Megamix* will have been released in Japan. Next issue we'll have an update on the game, as well as some details about the final UK PAL version. Don't worry, before long we'll be reviewing what could be one of the greatest fighting games ever in time for the UK release in March!





Once again Namco take driving to the outer limits with a race game so intense you ought to get a medical before playing!







RAGE RACER™

Get ready to take the wheel of the third generation of PlayStation software. Namco are among the first developers to unlock capabilities of Sony's machine which we didn't think possible. *Rage Racer* is deep. It is complex in terms of technical achievement, which is obvious from the first lap. And it respects the obsessive mind of a gamesplayer who rises to the challenge of what others call impossible. Of course on the surface you are welcome to assume this is *Ridge Racer* under a different guise. A new circuit, that's all. Impressive choice of cars, big deal. But play *Rage Racer* and you will emerge hours later, brain buzzing like you just had jump leads wired to your ears!









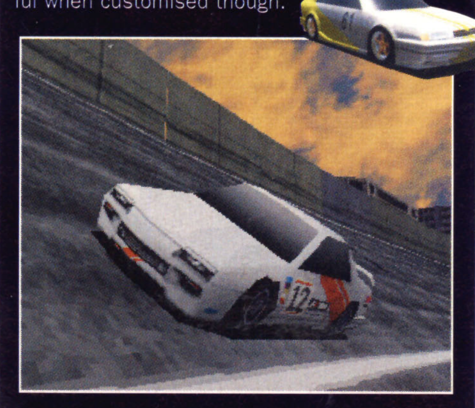
"RAGE RACER. THE DEEP PRIMITIVE ROARING EXHAUST NOTES TITILLATE THE BASE INSTINCTS OF THOSE WHO BECOME KNOWN AS RAGE RACERS. NO-ONE KNOWS HOW THE RACE STARTED OR HOW THE CONTESTANTS BECAME KNOWN AS RAGE RACERS. CONTESTANTS DANGEROUSLY LIVING ON THE EDGE. THOSE WHO LIVE FOR THE MOMENT AND LOVE THE HEADY PERFUME OF NITRO, SMOKED RUBBER AND HOT ASPHALT MEETING TOGETHER FOR ONE PURPOSE TO BE THE BEST THERE IS; THE ULTIMATE; THE #1 RAGE RACER."

CAR STRUCK - WE'RE IN LOVE!

The whole underlying attitude behind *Rage Racer* is very personal. To drive a car you first have to own it, whereas in *Ridge Racer* and *Revolution* there is a wide choice to suite all tastes. Your first car is a standard German-style 'Gnade' – evenly balanced, but the least exciting on offer. Money earned from success in the Grand Prix opens the garage to more exotic motors.

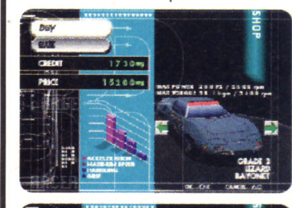
GNADE : GERMANY

Only one model of car from this manufacturer, but it's a great all-rounder for drivers who aren't so ambitious. All the stats level off at the three-quarters mark, so there's no quirkiness to exploit. Looks wonderful when customised though.

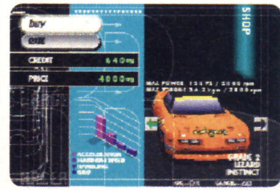


LIZARD : AMERICA

Think Chevvy and you've got the general idea. Handling of this trio is relatively light, forcing drivers to power-slide their way to glory. The Instinct and Bayonet models are styled after the Corvette, while the Hijack is a classic Pick-Up.

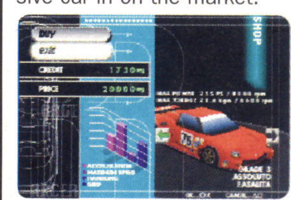


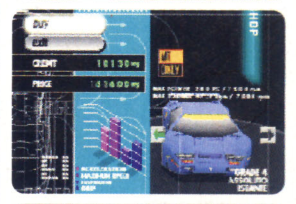


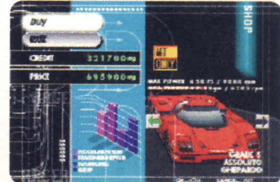


ASSOLUTO : ITALY

All the charisma of any Lambourghini or Ferrari. These are built for flat out speed. Torque is fairly obtuse, making tight corners a nightmare unless you've perfected those power drifts. Anepardo is the most expensive car in on the market.







AGE : FRANCE

Small cars with a big appetite – eating up the opposition like Pac Man, and just as nimble. Pretty names like Alouette, Abeille, and Pegase are clues to their character – sharp, clean, and classy with it. Check the classic design of the MT only Pegase.







HELLO HANDSOME

Who is she?! Well, in case you had that question in mind, Namco have provided more than a name. Reiko is quite a star in *Rage Racer*, being presented in a different outfit for each of the five race classes in the Grand Prix. No doubt all Birthday cards and love letters will be forwarded to her by Namco.

- Name: Reiko Nagase
- Birthday: 14 February 1975
- Birthplace: Tokyo
- Height: 165 cm
- Weight: 48 Kg
- Bust: 85 cm
- Waist: 58 cm
- Hip: 86 cm
- Feet: 23 cm
- Blood Type: A
- Skills: Swimming, Guitar
- Hobbies: Driving, Marine Sports, Making Souffle
- Favourite Food: Minestrone Soup, Pears, Crisps
- Favourite Game: Pac Man, Smash Court
- Holiday Pastime: Making Souffle, Shopping, Taking Walk with her dog 'Ricky'
- Dream: To Be an Astronaut









WHOAH!
TEMPETE

LIVE FOR THE MOMENT

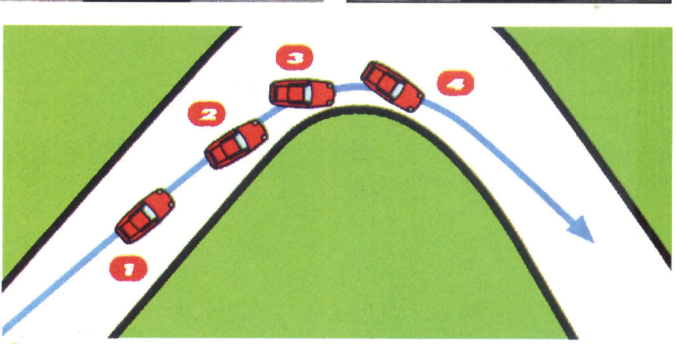
Precision – that's what Time Attack is all about. So much so that Namco measure a driver's performance in Section Times too – showing you exactly where you're gaining or losing time. After each section ends the section time is displayed briefly on screen, offering a plus or minus comparison time.





SLIP AND SLIDE - ENJOY THE RIDE!

No way is anyone going to attain the higher classes, let alone the amazing beyond, with basic driving skills. Success is only half-way assured once you've learned to Power Drift. In the *Ridge Racer* games, drifting usually involves slamming the brake quickly, then accelerating out of the controlled spin. In *Rage* the technique varies from car to car, but mostly involves taking the pressure off the accelerator for a split second, then jamming it back for the drift. In the case of the Åge models drifting is hardly necessary at all. But the Lizard and Assoluto depend on the technique.



A diagram to show how a controlled drift can make all the difference when it comes to maintaining a fast driving line.

YEH! YOH! CHASE THE CHANCE!

Time Attack mode is a great opportunity for learners to practice, as much as it is a test of an expert's skill. All other cars are absent, leaving just the open road and a player's psyche. For your efforts, the game records a Total Time ranking, which is also broken down into separate Lap Time ranking. Of course breaking all records requires the fastest cars, and these are only made available in Time Attack once you've earned enough credits to by them in Grand Prix mode.



RANKING

TOTAL TIME RANKING

"MYTHICAL COAST" COURSE LENGTH 4641m

1ST	5'10"765	RAGE	/AGE	/ALOUETTE
2ND	5'20"765	RACER	/GNADE	/ESPERANZA
3RD	5'30"765	NAMCO	/LIZARD	/INSTINCT
4TH	5'40"765	RIDGE	/ASSOLUTO	/FATALITA
5TH	5'50"765	RACER	/GNADE	/ESPERANZA

OK...OX CANCEL...ΔU

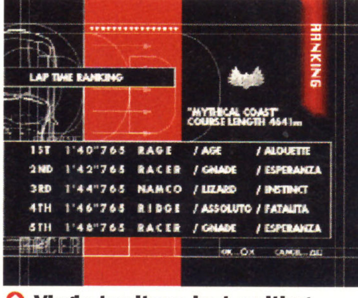
TIME ATTACK RESULT

COURSE IN MYTHICAL COAST

LAP TIME
1/1'08"823 3/1'03"760
2/1'04"883

RANKING
1ST/1'03"760/POL777/AGE /ALOUETTE
2ND/1'40"765/RAGE /AGE /ALOUETTE
3RD/1'42"765/RACER /GNADE /ESPERANZA
4TH/1'44"765/NAMCO /LIZARD /INSTINCT
5TH/1'46"765/RIDGE /ASSOLUTE /FATALITA

Give us a month and we'll have this high-scores table stacked with incredible performances!



RANKING

LAP TIME RANKING

"MYTHICAL COAST" COURSE LENGTH 4641m

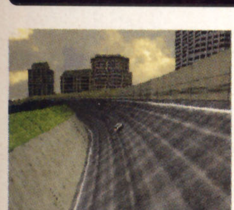
1ST	1'40"765	RAGE	/AGE	/ALOUETTE
2ND	1'42"765	RACER	/GNADE	/ESPERANZA
3RD	1'44"765	NAMCO	/LIZARD	/INSTINCT
4TH	1'46"765	RIDGE	/ASSOLUTO	/FATALITA
5TH	1'48"765	RACER	/GNADE	/ESPERANZA

OK...OX CANCEL...ΔU

Virgin territory, just waiting for challengers to take control and go for it!

100+ BPM HEARTBEAT!

To accompany a seriously exciting race game, Namco's musicians have created some seriously exciting BGM. There are nine new tracks in total, all chasing a furious tempo guaranteed to turbo charge the flow of blood through your brain. If the action doesn't get you straight away, the music spurs you on until the adrenaline catches up!









Check these distance shots, showing how Namco have really improved the graphics engine.

What the heck is this?! Bet you're just desperate to know. Turn to Page 26 and find out...



RAGE RACER: GRAND PRIX

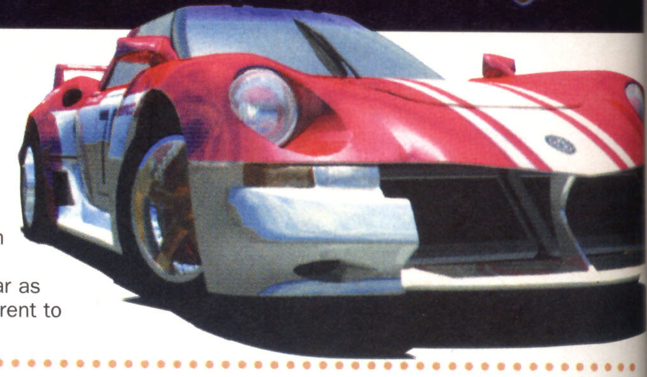






DON'T BLINK OR YOU'LL MISS IT!

You'll be stunned by the incredible depth and detail Namco have worked into the locations in *Rage Racer*. Easiest way for you to get an idea of just how incredible the game looks is through a customary guided tour of the new island. It's mostly European in appearance, extending as far as Greece. The atmosphere is certainly much different to *Ridge Racer* and *Revolution*.







MYTHICAL COAST

A tour of the whole island, initially giving drivers a chance to admire the views and get used to the new car's handling. As it's so straightforward though, CPU drivers are difficult to beat in later classes.



After clearing the first tricky corner, a steep incline heads toward a tunnel past a giant waterfall. As you drive by you can hear the rumble of the water.



That sunken acropolis is pretty. But you hardly have time to appreciate it as you career toward the first power-drift opportunity in the game.

Chance to gather some speed along the coast, screaming past the white-washed buildings to the right. Keep an eye out for the windmill on the left.





This Acropolis is your cue to slam the brakes before taking the dive into a severe right hand power-drift. A brief opportunity to overtake here.

We chose this shot to give you some idea of how good the depth cuing is in Rage Racer. At such high speeds being able to see this far ahead is very useful.

Time this power-drift badly and the longer cars are likely to get wedged! The only alternative is to slow right down which is just as clumsy and embarrassing.



Common to all circuits, but worth commenting on once. These overheads swish by, and the city is seen beyond. At night this section is especially impressive.









OVERPASS CITY

Combined stress of trying to gee your car up the steep slopes, and terror as you plummet toward a severe curve. You will be amazed at how detailed some of the views are here, it ain't called Overpass City for nothing.



Take a right turn inside the tunnel, where it leads through a serpent bend out into the open. As cars are upgraded drivers need to cull their speed a little.



Initially cars struggle to make it up here, so there's plenty of time to appreciate the finer details other than the hotels. Sign-posts for example – they're cool.



Yikes! My low-grade Åge is never going to make it up there! Does this car come with an oxygen mask, or what! Narrow as giraffe's neck too.



Hard to judge this corner as it dips low into the rock. Even when you know how to take the curve, there may be other cars preventing a smooth run.



Use your best power-drifting skills to emerge from this S-Bend unscathed. It's an incredible feeling when you get this section just right!



This iron bridge presents the best overtaking opportunity in Overpass City. Notice how far you can see into the distance once again.



Amazing view of the coastline, interrupted by the first of two fly over bridges. Cars can often be seen racing along the bridge in real time.



SECOND PS SEQUEL TO RIDGE RACER IS A SCREAMER!

COMING SOON





Burn through this forest by tucking in close to corners. It's always tight, but most cars emerge unscathed. Besides you need the velocity for the hill after the next left.

Terror. Absolute terror. Yes it's only a car, but he's aiming for a fast time too. The CPU driver is armed with just the right amount of intelligence to block your way!

LAKESIDE GATE

Perfect your blink-of-any-eye reaction time, as you try desperately to ignore the wonderful scenery. Nice trees...! Tight chicanes and corners tucked behind rocks make steering without any kind of collision near impossible.



This time the tunnel directs cars off to the left. It's extremely tight in here, so steal your position before heading into the corners at high speed.



As cars exit the tunnel the view ahead is very cool. You can see where the road is sectioned off, and a small sign indicating a chicane is visible.



First time you would feel the benefit of an analogue steering device is here. You can hear the falls rumble, just like the one preceding the first tunnel.



Attack this chicane with confidence. Too slow and the minor adjustment required to make it through becomes a clumsy mess. You need speed for the oncoming hill.



Look how far into the distance you can see here! The bridge and its preceding left-hander are wide open, encouraging drivers to speed ahead!



Chance to build up speed on the bridge, but not for long as the corners ahead are slight but tight. Shame you can't look out over the water, eh...

THE EXTREME OVAL

Excruciating and painful. This apparently basic circuit is, mentally, the most challenging. Overtaking at maximum speed is a thrill like no other, and any lead you may have can all go to pieces in an instant from just one nudge.



Thought you'd appreciate this beautiful shot of the starting grid at nighttime. Before the nightmare that is The Extreme Oval.



A deceptively simple left-hand curve – the first of the course. It tucks in sharply behind the wall however. With other cars here it's really tough.



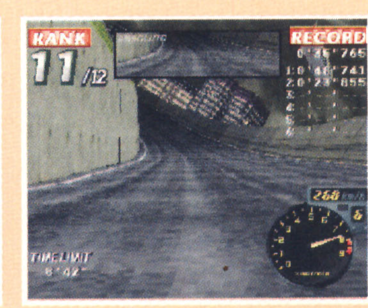
In the approach to the tunnel, you can see the opponents in the distance. At this speed you'll be on them soon enough, so plan your move.



This sharp left leads out of the tunnel, whereupon drivers need to correct the steering or else go smacking into a wall. Responsible for many headaches.



An impressive shot of this flyover bridge, but the important information is below. Cars tend to jam side by side around that corner. Overtaking is tough.



You can tell this is a high-velocity circuit just by looking at this corner. Imagine how fine you can cut lap times just by entering this bank just right.

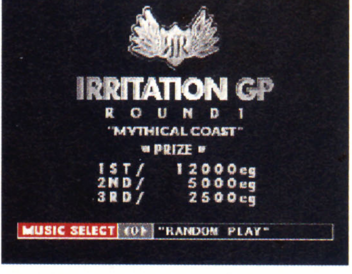
SECOND PS SEQUEL TO RIDGE RACER IS A SCREAMER!

BACK AT YOU AGAIN

We expected some kind of reverse mode in *Rage Racer*. It's a simple enough assumption to make since both *Ridge Racer* and *Revolution* hid the same feature. What we didn't plan for was a fully fledged competition, selectable from the main option screen – Extra GP. More than just a bonus game, Extra GP even renames the five Grand Prix classes to establish itself for real. Originally the first class is called Calme. In Extra GP it is Aisance. After that it get more interesting, as the second and third classes are called Agitation and Irritation respectively. What are the chances of class five being RAGE?! We're aiming to find out.







This country road looks very different when you're racing it from the opposite direction



Pay no attention to the chevrons. They're only helpful when you're going the right way!



Reiko swaggers toward your trembling motor. She's pretty, but she's blocking the view!

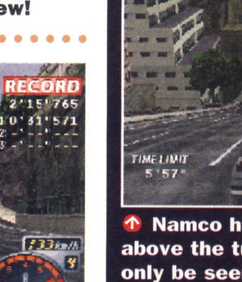




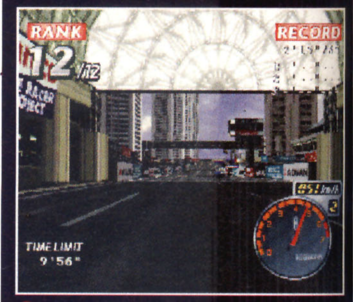


BEHIND YOU!

Evidence that Extra GP is equally well thought out as the standard competition is there if you look closely enough. For example why else would Namco create a giant logo to sit on the reverse side of this hillside. Also there are sections of road which present a new challenge to drivers other than mentally exchanging right for left and vice versa – new power-drifting opportunities, for one. Some of the breathtaking views encountered could only have been engineered that way. This is truly awesome!



Namco have placed their logo above the tunnel, and it can only be seen in Extra GP.



View from the start grid, looking down the home straight from the opposite direction.

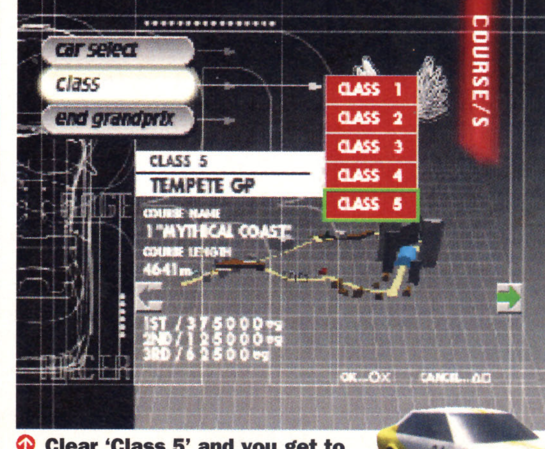


An absolutely classic scene, which only presents itself like this once you're in the Extra GP.

NEG-CON NOT NEGOTIABLE

While it is possible to have loads of fun playing *Rage Racer* with the standard PS controller, Namco have done a great job convincing us that the Neg.Con is now practically essential. Extended corners require locked steering to manage perfectly – something which the gruelling Extreme Oval demands. Controlled power-drifting around corners, and minutely adjusted slaloms through narrow chicanes cry out for an analogue device of some description. Worth thinking about we reckon. *Rage Racer* takes itself very seriously in this respect.





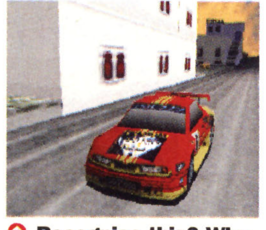
Clear 'Class 5' and you get to compete in the Extra GP. After that... we'll tell you next month!

SUCK MY CUSTOM-LIZARD EXHAUST HOME BOY!

Another vital element, which we have reserved until the end because it's so brilliant, is the custom option. Investing in a new car is not always the fastest, or indeed coolest method of improving your chances. All excepting the Assoluto Anepardo, and ÁGE Pegase are able to reinvent their prowess through extensive bodywork and engine tuning. As well as visibly changing the cars, with the addition of spoilers, extended wheel arches, and monster air intakes, the engine noise is altered too. Our best car is currently the Lizard Instinct automatic, which used to sound pretty nasty and feel sticky. Now it moves at lightning speed and screams like it has a rocket under the bonnet. You've seen the Batman movies? Like that!



This car used to look like a Fiat Uno!


Recognise this? Why, it's the Gnade of course!

Hey you! Suck this Custom Lizard's exhaust!


Believe us, this car looked very different.

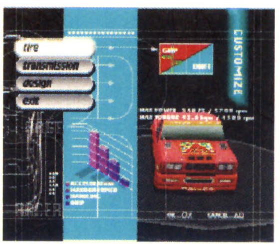
PAINT JOB

Don't like the colour – especially the original lick of green Lizard gave the Hijack? Well you get to choose a body colour, plus the shade of contrasting line.



TRIAL BY TIRE

Though each car has its own factory set up, drivers may select tires to get things closer to how they want it. Balance between Grip or Drift.



GEAR CHANGE

Some cars are Manual Transmission only, requiring experts to get the most out of them. They perform better that way. Most give the choice of Auto though.



LOGO TO GO

Paint your own logo! A fairly detailed character is drawn pixel by pixel, then printed onto the bonnet. 20 pre-drawn characters and backgrounds are also available.

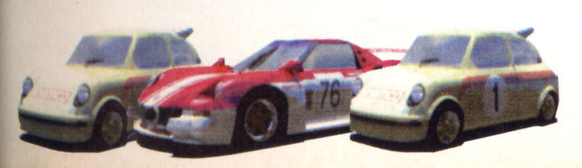


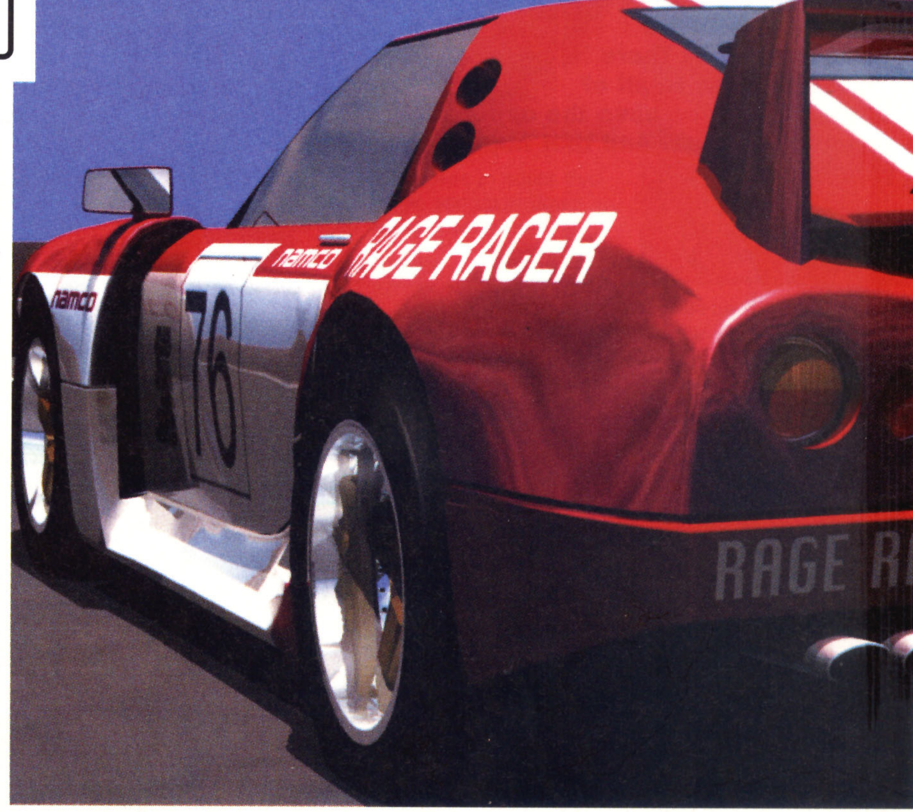


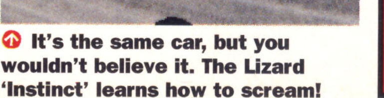










It's the same car, but you wouldn't believe it. The Lizard 'Instinct' learns how to scream!

CARDIAC ARREST ASSURED

Rage Racer **looks and plays so cool – you've just got to have it! Luckily the Namco/ Sony arrangement is better than ever, which means the UK release is only a couple of months away. And with the new policy of ensuring PAL optimised conversions you will feel the full 'g's' when** ***Rage*** **power drifts into your house. Right, we're off to set some killer lap times!**



100% COMPLETE

PlayStation™



HORROR ADVENTURE | BY SILICON KNIGHTS | MARCH RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - BMG
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A game so chilling that you need gloves to play it. So blood curdling that you're heart might burst under the pressure! Now...loading...

LEGACY OF KAIN

The ficticious character Kain was once an ordinary man, unfortunate enough to have been set upon by thieves and killed. As fate would have it a Necromancer succeeded in trapping Kain's spirit, whereupon a deal between the two was struck. Kain would get revenge on his assassins, the Necromancer would get Kain's soul. Thus Kain became a Vampire! *Blood Omen: Legacy of Kain* places you in charge of Kain, as he mercilessly slays the inhabitants of Nosgoth. Doesn't matter whether they're armed or barely conscious enough to fight, man or woman, Kain murders them all the same! There is, of course, a point to all of this. Yes, Kain does have the opportunity to vanquish himself. And that hope too is in your hands.



CARDIAC CRIMSON CUISINE

Kain is a filthy blood-sucking vampire! That's not just his reputation – you actually get to see him do it, over and over again. Basically his life depends on it. Unless he feeds, he dies. Certain spells, and a special variety of armour, do the work for Kain. However he starts by using manual skills...

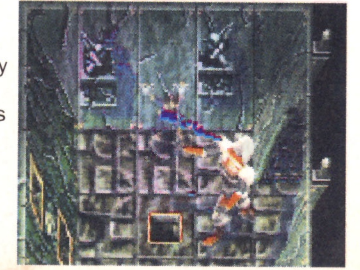




Kain assaults his victim until they reach a semi-unconcious, or 'waver' state. Arm outstretched, he drains the victim dry!

SLIGHT ALTERATION TO THE MENU

You may have heard that royalty has blue blood. Well, Kain has yet to find that out for himself. However he is aware of more than one variety and not all are beneficial. Drinking black blood causes Kain to lose blood instantly. Green poisonous blood gradually decreases Kain's blood supply. It's okay to drink blue corpuscles, as it replenishes magic energy. Blue blood only comes from the bodies of previous victims who appear as shadows on screen.

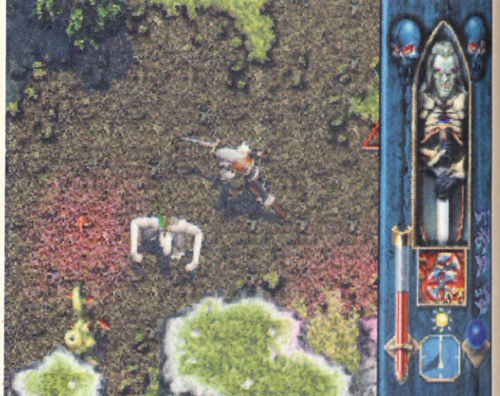


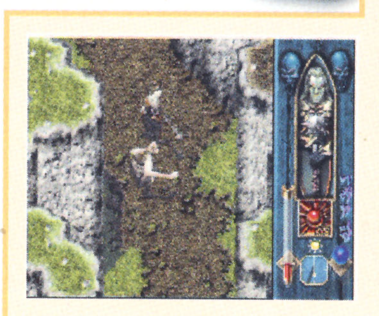
HOW TO DRESS YOUR VAMPIRE

Aside from the blood letting, another great feature in *LOK* is the costume changing. As the plot starts to thicken – or should that be coagulate – Kain builds a collection of alternate suits of armour, alongside a handsome choice of weapons. These are interchangeable from a special menu, from where you can experiment to find the most devastating combination. Eventually Kain finds himself in posession of five types of armour, and five types of weapon. Some examples we've found so far include:

KAIN'S WEAPONS

Iron Sword: Though it's the first weapon Kain owns, it's value is that it has a long reach and is quite speedy. Fends off baddies while you think of a better solution.

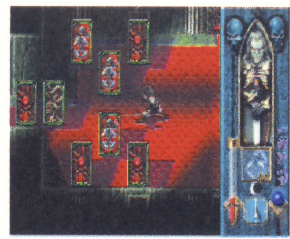
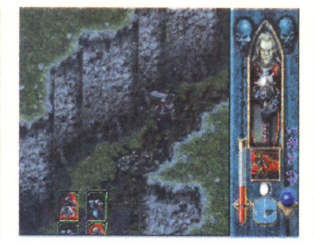




Mace: Primarily used to stun victims in double-quick time, though it takes longer to finish the job if it's a kill you're after. Doubles as a powerful demolition device.

Dual Axe: As this is a two-handed weapon Kain is prevented from using his magic. However its authority is unquestionable. Handy for cutting down trees too.

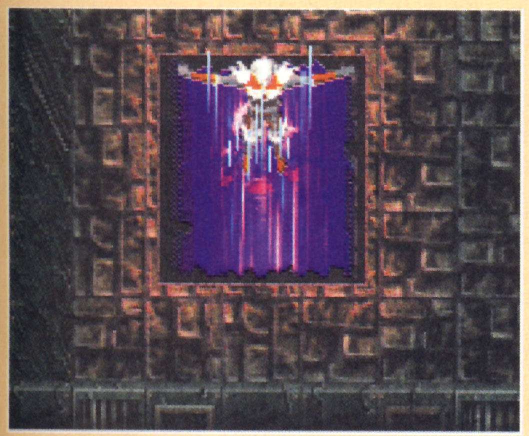




KAIN'S VILE BAG OF TRICKS

As ever in a game of this type, we don't ask how Kain manages to keep such an enormous inventory about his person. It's because he's a vampire, okay! Vampires can do anything they like! Anyhow, his collection of magical artifacts can only used if selected. And such items are only selectable if they are arranged into one of two 'Quick Menus' – loaded up with stuff from Kain's main collection.



Sanctuary is the first item Kain collects, found in his Sanctuary no less. This artifact allows the vampire to instantly escape danger to the safety of his sarcophagus. Others are much more...violent.



Flay is a magic item which strips the flesh of any living creature, and terminates the agony of the undead. This long-range weapon, as well as producing impressive results, is the most common.






VAMPIRE ABROAD

As a delicate skinned, stiff-legged 'Nosser' Kain is somewhat limited as to where he may roam. He doesn't like rain. Can't stand snow. Detests getting his feet wet, and refuses to climb anywhere. Guess he's just a walking and killing kind of guy! Still, there are alternative guises he can adopt to make afterlife more outgoing. In addition to the ones listed below, Kain may also affect the form of mist.

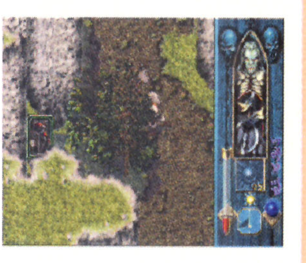
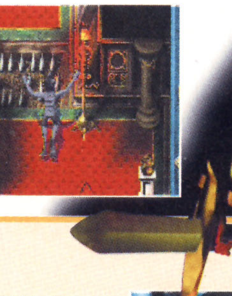


Bat after Lunch: Kain's body disperses as a group of bats. This is only possible when out in the open, and takes Kain to key locations.

Big Bad... Vampire Hound: Kain chooses to adobt the form of the wolf to leap over streams, and up or down rocky crags. The wolf also runs much faster than Kain.



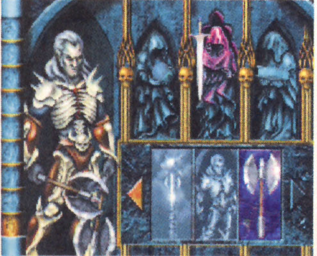





KAIN'S ARMOUR

Bone Armour: The weaker variety of undead enemies ignore Kain. It definitely helps to remember this, as zombies are known to rise from the floor and surround Kain.

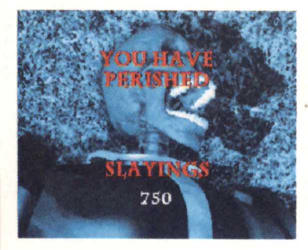


Chaos armour: An enemy's attack strength is reflected back on them, so the weaker variety tend to place themself in waver state more often than not by their own foolishness.





PlayStation





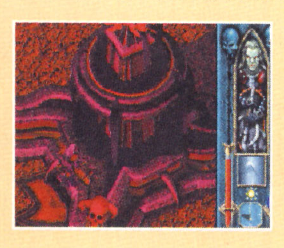


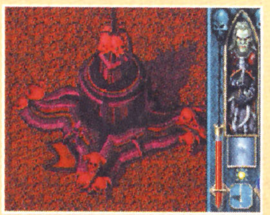




INVEST IN BLOOD

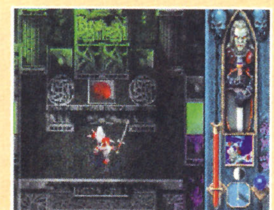
The only currency vampires deal in is blood, and Nosgoth is driven by a pretty powerful stock exchange. There are two main branches.





Blood Fountain: An eerie red light fills the caverns in which the Blood Fountains hide. Drinking from one of these bestows Kain with a new power: protection from rain, or snow; increased strength, or speed of magic recovery. Another allows Kain to fool humans into overlooking his ghastly appearance.





Spirit Forge: For the price of Kain's blood – almost as much as he can stand to lose before having to hunt for more – the spirits reward with a collection of magic artifacts. In the example shown Kain approaches the alter to receive a total of 10 Flay artifacts. A big price to pay for so little it seems.

VOICE FROM THE CRYPT

Most of the information in the game is passed on through Kain's thoughts, which is conveyed as a narrative spoken over the top of the action. Kain remarks on key locations, and the habits of his prey, with an English Nobleman's repartee. The acting is very convincing. It has to be, as there is so much speech the feature would prove disasterous otherwise.













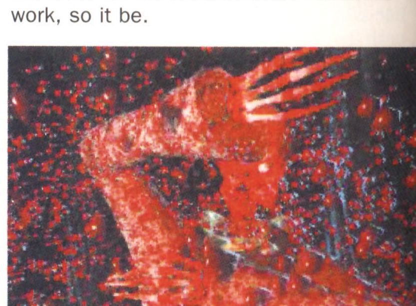




DEAR DIARY... EEEK!

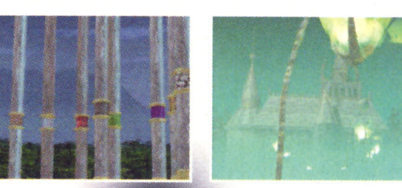
Upon reaching a key location, or twist to the tale, the player is removed from the action to watch Kain enact an important scene. Here is where the plot details are uncovered, piece by piece, through skilfully directed CG video sequences. Naturally there's one at the start of the game, which prepares anyone for the ensuing blood lust. Later Kain begins to realise exactly how he must cleanse the world of Nosgoth to repair his soul. Tis the Necromancer Mortanius' work, so it be.













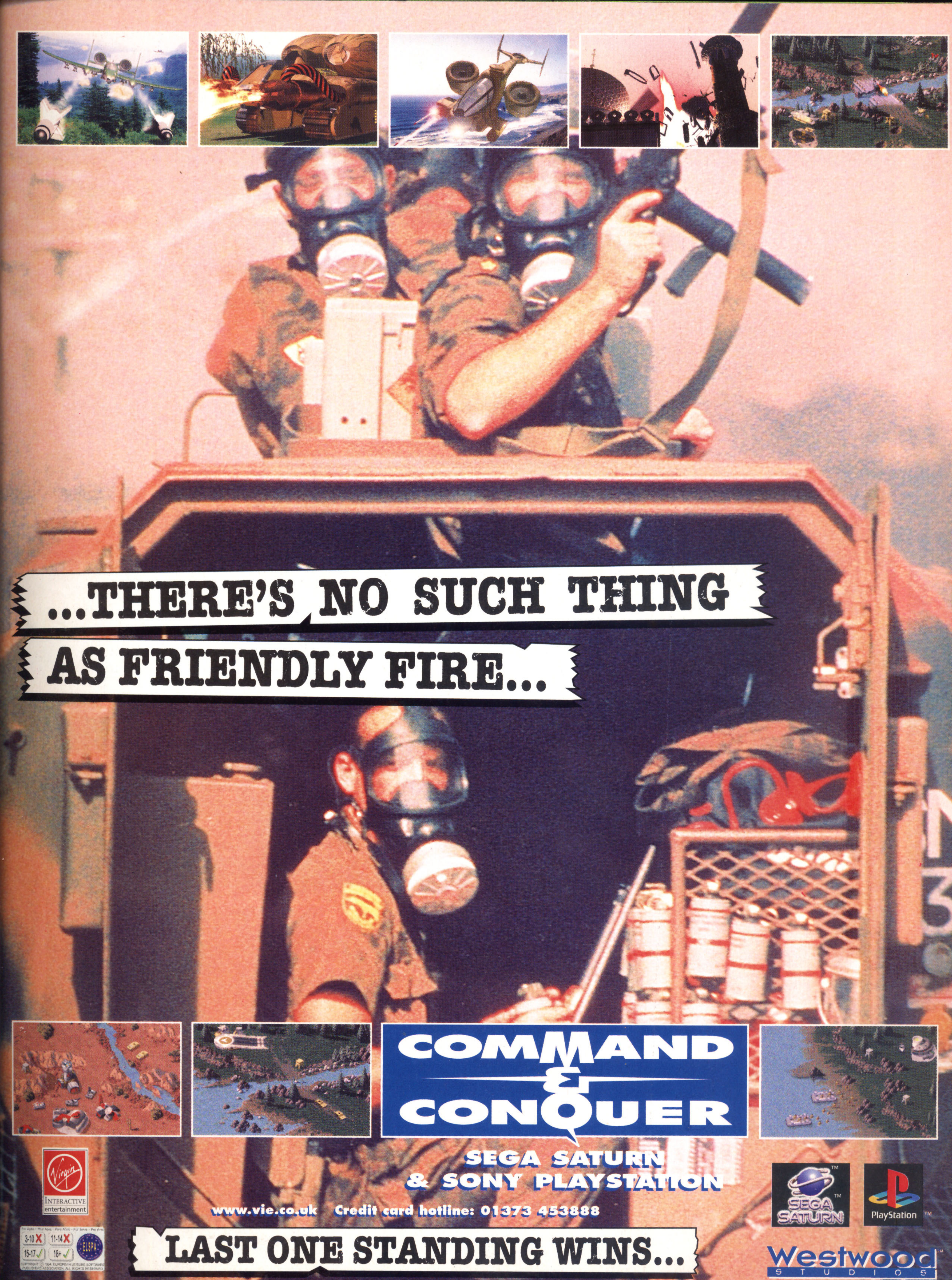




NEXT MONTH...

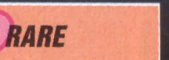
This shocking-to-the-core adventure, if not entirely original, is a first in one respect – it's a truly offensive video game AND it's a truly excellent video game. This is a colossal piece of work from Silicon Knights, who have spared no detail in making Kain's world as believable as possible.




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100% COMPLETE | NINTENDO 64 | FIGHTING | BY RARE | SUMMER 97 RELEASE | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 96 MEG CART
- PUBLISHED BY - NINTENDO TEL: LOCAL IMPORTER

We don't just want "arcade-perfect" conversions any more – we want "better-than-arcade-perfect" ones!

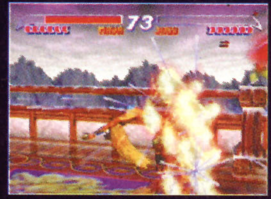


Killer Instinct was originally billed in the arcade as the first "Ultra 64" game. The logo appeared on all the cabinets and was set to be one of the first games released for the new Nintendo machine. Of course, *Killer Instinct 2* arrived before long, and an upgraded version of that was decided on for the N64: *Killer Instinct Gold*! And here it is, with everything from the arcade version, plus new combos, new modes, and new 3D backgrounds!




WHO'S THERE?

Since *Killer Instinct Gold* is based on *KI2*, the character list is the same. Chief Thunder, Cinder and Riptor have left since the first game, but new fighters Maya, Kim-Wu and Tusk more than make up for them. And, while each character could perform regular combos of up to 80 hits in the arcade, everyone's been enhanced in *KI Gold* so that they can reach 90!

Not many of Maya's special attacks are done with rolling motions, and she has no projectiles. To make up for this, she is fast and has some lightning dashing attacks using her knives.




Kim-Wu is another fast fighter, but she's got slow-to-perform fireballs to balance things out. One advantage she's got over the other fighters is the ability to roll along the ground.




Tusk's giant sword makes him one of the most powerful fighters in the game, but he's a bit slow. He's got a good selection of special moves to cover him from aerial and ground attacks.

3D ARENAS OF DEATH!

All of the fighting arenas in *Killer Instinct Gold* are completely 3D. While the game itself doesn't involve dodging around the ring, the view moves about occasionally, giving a good view of some spectacular scenery.



A rickety rope bridge across a misty chasm. Enemies can be finished by knocking them over the edge!



A huge wall through the dungeon is where the fighting's done. Again, you can knock people over the edge!



The view spins right around on this arena to show passing trains in the background!



This square ring is on a mountain surrounded by mist. Finished enemies bounce down the mountain side!



A massive wooden boat with undead oarsmen! The crates can be smashed, and opponents drowned!



A ruined castle with an open fire still burning. To the right of the stage is a wall which can be smashed down!

BONUSES FOR MASTERS ONLY!

It's become quite common in fighting games now, but *Killer Instinct Gold* rewards players as they learn by opening up new options whenever a task is completed. For example, to open a second lot of hidden options, a player has to finish the game on the Extra Hard setting, only to be rewarded with Master difficulty! Finish the game on that level to get all five secret option screens, along with Ludicrous speed!





↑ Some secret options, including the great Invisible Tag (below)!



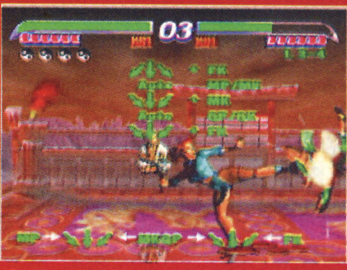
WAX ON... WAX OFF...

The main reason for playing *Killer Instinct Gold* over *KI2* in the arcades is that you can spend as long as you like mastering ridiculous combos, which would cost a fortune in pound coins. *KI Gold*'s Training Mode is one of the best yet seen in a fighting game, as the floating Master teaches you moves, combos and counters! He tells you what to do, then changes into your character and even demonstrates it in slow motion for you to copy. If you can get perfect "A" grades on EVERY challenge in Training Mode on the Hard setting, you get crowned Grand Master and a couple of special outfits are added to that character's wardrobe...



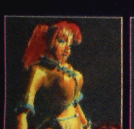








↑ The buttons you are pressing show up at the bottom of the screen. Green ones are correct.













HMMM... LEARNING 80-HIT ULTRA COMBOS IS EASIER THAN PICKING A COSTUME!



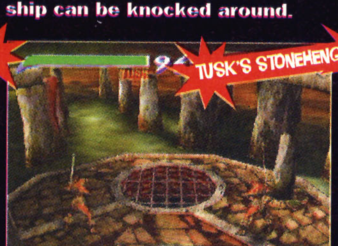
Enormous trees and vines surround Maya's fighting arena. Wild animals honk away in the distance to put you off!



Glacius has crashed his ship in the snow, and chooses to fight in front of it. Loose bits of ship can be knocked around.



The top of a skyscraper, with an excellent 3D helicopter in the middle. Hit enemies can knock the rotor blades around!



Tusk fights in the middle of an ancient stone circle, and smashes the remaining pillars as he goes!

I AM GARGOS!

At the end of the game, as long as the difficulty setting is high enough, players come across Gargos. An enormous gargoyle, he's the last character to beat on the way to becoming *Killer Instinct* champion!







↑ Gargos is actually pretty easy to beat, you know!



This stage is called the Museum, but doesn't look much like the museums we're used to!



Using a hidden command, you can fight on this floating arena. It's very small, and one good combo finish is all it takes to send someone flying over the edge!



THE *KI GOLD* COMBO STARTER CLASS!

Killer Instinct's major unique point is the completely over-the-top combo system. The entire game is based around learning and perfecting complex combinations of standard attacks and special moves, and it's necessary to spend a LONG time mastering all of this before you have any chance of being good at the game.

COMBO LESSON 1: OPENERS

Almost any close-up special move will work as an Opener, making your opponent reel from the hit, and enabling you to string more attacks on the end. The best moves to use are those which make your character quickly dash in close and hit.





COMBO LESSON 2: AUTO-DOUBLES

An Auto-Double is a single button press immediately after another attack, which produces a double hit. The thing is, you can only Auto-Double with specific buttons: A Medium attack to follow a Fierce one, a Quick attack to follow a Medium, and a Fierce to follow a Quick. For example, if you open a combo with Orchid's Fierce Flik-Flak, then immediately press Medium Punch, you'll get an Auto-Double and two free hits!





COMBO LESSON 3: MANUAL-DOUBLES

Manual-Doubles are similar to Auto-Doubles, only they are slightly harder to perform. It's a bit like a Chain Combo in *Street Fighter Alpha*, in that a quick tap of a Fierce attack, then a Medium attack will link together to give you a Manual-Double. If these are used in big combos, they are very difficult to break.



COMBO LESSON 4: LINKERS

A Linker is a special move which, when performed in a combo after an Auto or Manual-Double, won't knock your opponent down. This leaves you to do another Double off the Linker, then continue the combo! There are also Super Linkers which are mega versions of Super Moves, hitting many times quickly and keeping combos going.





COMBO LESSON 5: END FINISHERS

These are special moves which, when performed at the end of a combo, will hit multiple times and look great! Each character has four regular End Finishers which get more impressive and longer as they are used more, and once all four have been performed the fighter gains a hidden Fifth End Finisher!





COMBO LESSON 6: ULTRA COMBOS

Ultra Combos are special moves which, when performed after a Double of some sort, send a fighter into overdrive, hacking and smashing away at their opponent! They can only be done when the enemy has a flashing red energy bar, but can be put on the end of already massive combos, and have Super End Finishers put on the end of them to get 80+ hits! Unlike the first *Killer Instinct*, Ultra Combos can now be countered, so long as the victim has enough super energy!



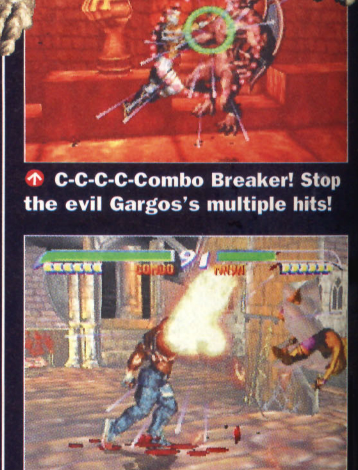


COMBO LESSON 7: NOW IT GETS REALLY COMPLEX!

We just don't have the space to go into real detail about *KI Gold*'s combo system here, but believe us: It gets much more complicated from here on! There's plenty more to learn, including Pressure-Doubles, Juggles, Combo Breakers, Air Combos and Counters, Shadow Combos, Air-Doubles, Mini-Ultras, Parry Moves, and loads more! You need to learn how to link the entire lesson together, memorise it, then perform it exactly right to stand a chance of getting an elusive 80+ hit combo!







↑ C-C-C-C-Combo Breaker! Stop the evil Gargos's multiple hits!



↑ This Super Move of Combo's smashes down the walls!

↑ You can even team battle with up to 11 characters each!

ULTIMATE... COMBO!

Each of the fighters has two death moves which can only be performed when their opponent's energy bar is flashing red. One of them is a special attack which can be done from anywhere on-screen, and will start some sort of grisly death if it connects and isn't blocked. The other is a type of Combo End Finisher, which is put in a combo after an Auto-Double to end the fight there and then! Also, most backgrounds can be used to finish people off, with specific Combo End Finishers sending opponents flying over the edge of the level!





↑ The deaths are a bit disappointing.





↑ Spinal drops a giant skull!



READY

There's a mini import review of *Killer Instinct Gold* on page 80, and we'll be covering it in more detail (as with the other N64 games) a bit nearer to its official UK release.



Meanwhile down at the SHOCK BUSTERS...
This'll do the trick...
REVENGE of the CHICKEN Blood VAMPIRE
Norm's the name, sensible viewing's the game. Watch that and you'll turn into a zombie!
NORM
This is what I call in-home entertainment. There's no gore, no harsh language and no bimbos.
LEARN CHESS. with Ivor Pawn
TWIX
CRUNCH!
CRUNCH!
Horror movies are bad for your telly– they'll give it nightmares!
NORM
CRUNCH!
Later that evening...
Now this is what I call in-home entertainment.
REVENGE of the CHICKEN Blood VAMPIRE
TWIX
a BReak FROM The NORM



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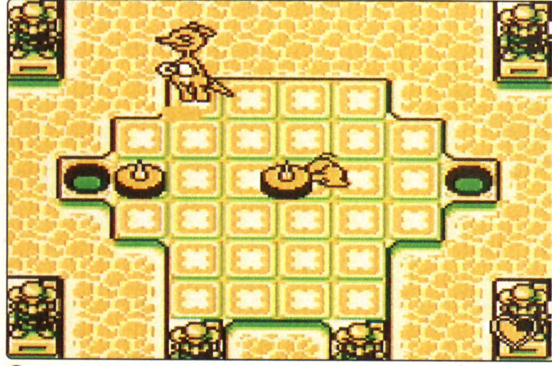
Dig this all-action puzzle game, sure to raise a smile from all you new Game Boy Pocket owners. And GB vets – respect to you too.

MOLE MANIA

Nintendo aim to cultivate a nation of Einsteins with Game Boy it seems. First *Tetris Attack* (awesome!), now *Mole Mania*. It stars moles and drives you crazy! Muddy Mole is the star, whose natural capabilities are used to struggle through a series of bewildering locations. As well as being a lot of fun, there's a serious reason for his journey – to rescue his kidnapped family from the wicked hunter Jinbe!!!

BURROWING BUDDIES

There are two styles of game on the *Mole Mania* pak. Quest Mode is the main event, reserved for solo-players only. It consists of eight levels, each comprising around 16 stages apiece. To survive them all Muddy Mole depends on the player's cunning to escape danger, and manipulate the objects around him. Most of the features mentioned on this page relate to Quest Mode only. Two-Player Versus Mode, which requires two Game Boys, two copies of the game, and a link cable to enjoy, adopts the Bonus Game scenario.



Quest Mode features Boss characters who are holding Muddy's family captive. These villains fall to some imaginative traps which players must work out.

MOLE OF STEEL

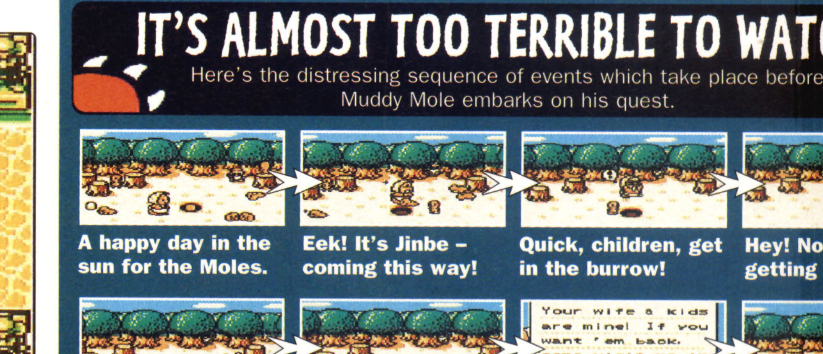
Muddy is such a rare mole that he demonstrates incredible strength by hoisting huge black balls around. These are used in a similar fashion to the cabbages, in that they can be rolled over enemies to wipe them out. They're so heavy that they form an immovable barrier between Muddy and his foes if need be. Strategy comes into play. All kinds of tricks are possible with these balls.



Knock 'em out by rolling the ball straight at them.







IT'S ALMOST TOO TERRIBLE TO WATCH!

Here's the distressing sequence of events which take place before Muddy Mole embarks on his quest.



A happy day in the sun for the Moles.

Eek! It's Jinbe – coming this way!



Quick, children, get in the burrow!

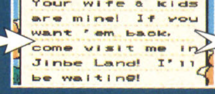
Hey! Now that's getting a bit nasty!



Jinbe escapes with his bag of fresh fur.



Look, Muddy, Jinbe left a note.



Hmm...ye-ess... right... Pah!



C'mon Muddy! Teach Jinbe a lesson!

I AM A MOLE...

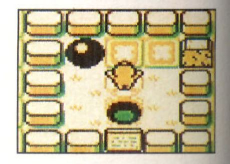
An essential staple of mole culture is the ability to tunnel! Taking the underground route is often the only way to avoid harm, or else get to the other side of a wall. Early in the quest, underground is a safe place to be – free from enemies. Later it's just as treacherous as the world above. Tunnelling is the only way to reach bonus stages, and is frequently the hiding place for key items.

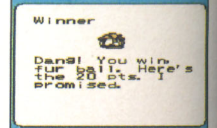
You need this map to check any places you may have missed.

CENTENARY CELEBRATION MOLE

Completing *Mole Mania* as a game, not just finishing the quest, involves collecting every last bonus point available. To do this players must help Muddy to clear every stage, find every item, and defeat Jinbe in his sneaky bonus game. Each stage adds up to 100 points, divided between the elements mentioned above. Now there's a challenge!



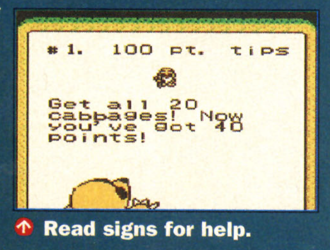




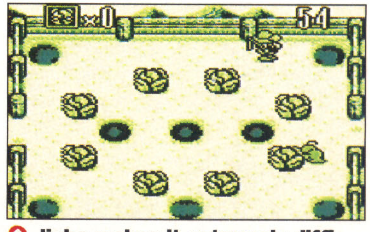


THE THING ABOUT CABBAGES

Greens are especially healthy for Muddy Mole, though he doesn't eat a single one. Instead he hurls them at his enemy, with such force as to obliterate them in a shower of leaves! In mole territory cabbages are viewed as collector's items too. By dropping five into a hole Muddy earns himself a piece of heart to replace lost health. There are twenty cabbages in each level.



Read signs for help.

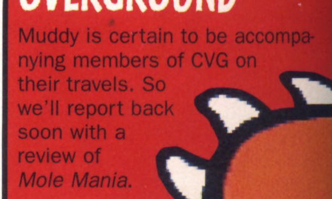


Jinbe makes it extremely difficult for Muddy to drop all those cabbages into the holes. Every time Jinbe smacks Muddy over the head with his shovel time is deducted!



UNDERGROUND OVERGROUND

Muddy is certain to be accompanying members of CVG on their travels. So we'll report back soon with a review of *Mole Mania*.



CUTE GAME BOY PUZZLER STARRING A MOLE!

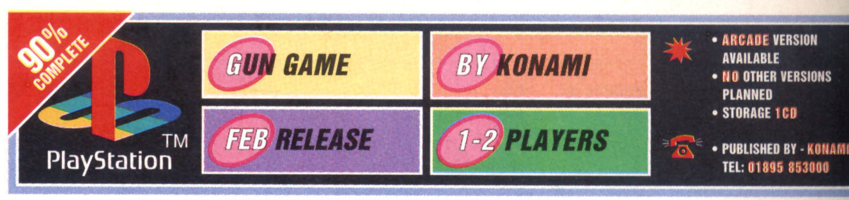
COMING SOON



PlayStation

THE NEW PLAYSTATION HORROR GUN GAME!





Take your shotgun into the crypt and try to come back out alive! But don't leave until you've blown the zombies to pieces!

CRYPT KILLER

If you go to an arcade, there's one gun game which stands out as fun even before you've seen what it is. It's a cabinet with three plastic shotguns plugged into it, just waiting for players to dish out death to all sorts of evil slime monsters. Konami, creators of the popular *Lethal Enforcers* gun games, are now releasing *Crypt Killer*, as well as their own PlayStation light gun (unfortunately not one of the shotguns) and we thought you'd like to know more about how it's coming along.

BANG BANG, YOU'RE DEAD!

In the arcades, *Crypt Killer* was played with a brightly-coloured plastic pump-action shotgun, but on the PlayStation it uses Konami's own light gun. The gun was originally released at the same time as *Horned Owl* in Japan, and will work with pretty much every PS gun game, like *Die Hard Trilogy*. As with Sega's *Virtua Cop* games, *Crypt Killer* is nowhere near as much fun with a joypad as with a gun.



Attacks to the left damage player 1, while those to the right hurt player 2.



WHICH WAY NOW?

In a similar way to *Virtua Cop 2*, there are alternate routes through each level in *Crypt Killer*. Part-way through each level, the game breaks while a bald man asks you to choose a path. You must then shoot away the chains on one of two doors to pick your route. This leads to multiple endings and more replay value!

WHERE DO WE START?

There are six main levels which can be tackled in any order by shooting the rotating pictures at the start of the game. They all stick to the same adventure theme, but go through forests, caves, mountains, and even underwater!



TERRORS FROM THE CRYPT

You'll come across some very strange enemies in *Crypt Killer*. For example...



ZOMBIES who climb from the floor then throw their ribs at you!



BATS who give free guns if their wings are shot as they fall!



BLUE BLOBS with arms! Disgusting!



THE HYDRA with all of its heads is one of the bosses!



Even Medusa is in the game! Don't look at her!

LET'S KILL SOME CRYPTS!

Let's be honest: Crypt Killer isn't the best-looking game ever. In fact, the graphics are pretty feeble. BUT, both the arcade game and the PlayStation version are good fun, and you'll be able to find out what we think in next month's review... hopefully.







Take a look at the roads of the future, and it's not hard to see why this game's called *Road Rage*! The people who designed the roads should be beaten up for sure!

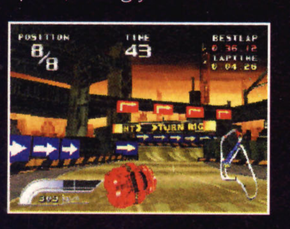


R*oad Rage* is only found in big arcades, mostly because it's such a big machine it won't fit anywhere that's less than massive! Players need to be strapped in and given a health warning before the machine spins and banks them around as they play the game! How can this experience be converted to the home? PlayStation *Road Rage* doesn't come packaged with an arcade cabinet, unfortunately, and instead plays a bit like *WipeOut* – racing hover-ships around the city of the future!

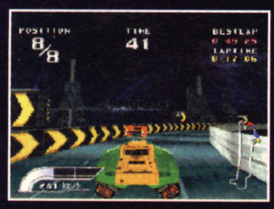


3-2-1 FLOAT!

The vehicles are a bit like those in *WipeOut*, in that they are floating futuristic hover-ships. There's a big choice of ships, each with its own ratings in each area of handling and speed, letting you choose the right vehicle for each course.



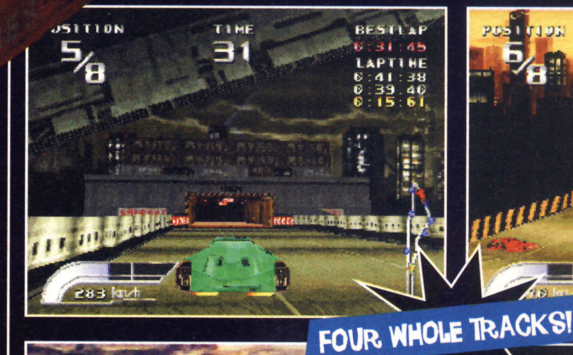






WHERE DO YOU WANT TO RAGE TODAY?

There are four main tracks to *Road Rage*, varying from relatively simple beginners tracks to twisting roads which go all round the backstreets of Neo Kobe. As this is the future, the roads aren't all plain and flat – there are some big jumps, banked corners, tunnels and gaps in the road to clear!

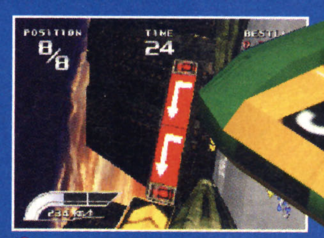








FOUR WHOLE TRACKS!



The in-ship view is mad!



Pass him on the outside!

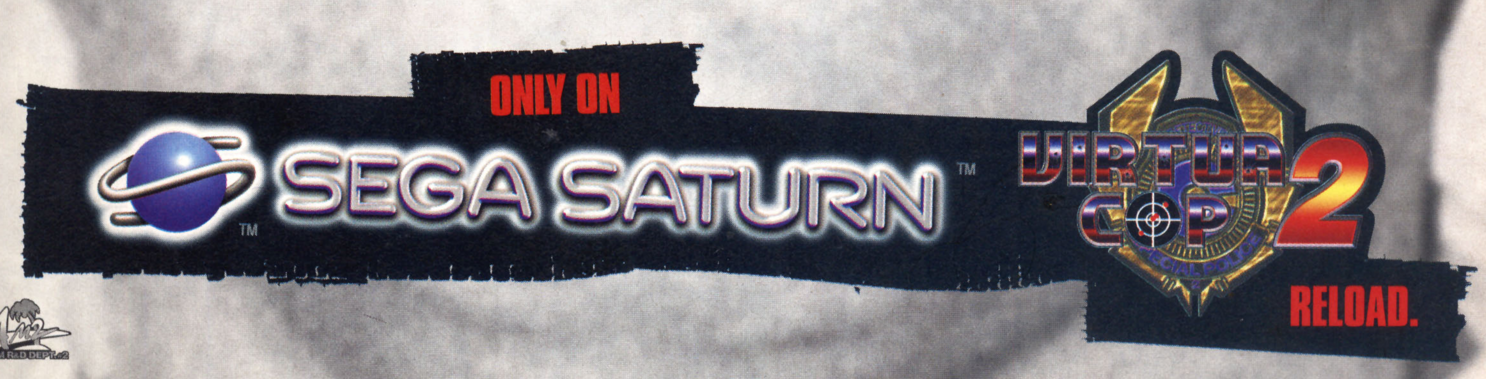
WHO CAN I RACE? I'VE GOT NO FRIENDS

When playing in Time Trial mode, you get the option to save your best laps to memory card. This lets you race against a "ghost" image of yourself, so that you can challenge your best times properly, much like in most other driving games at the moment.

REALLY RADICAL ROAD RAGE REVIEW!

UK PAL *Road Rage* is almost finished, and the Japanese version – *Speed King* – will probably be out by the time you read this, meaning that we'll have a review next month. Hopefully they'll have done quite a bit of work to it...

LOOK ME IN THE EYES AND SAY YOU LOVE ME









95% COMPLETE	SEGA SATURN		
PLATFORM	BY TRAVELLER'S TALES		
MAR RELEASE	1 PLAYER		

- MEGA DRIVE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

If you've been staring at the reviews of Mega Drive *Sonic 3D* and wishing you could play it on your Saturn, cheer up!

SONIC 3D

The game that really set the Mega Drive going was *Sonic the Hedgehog*. And because of this, the gaming world has eagerly been awaiting the first *Sonic* game on Sega's current machine – the Saturn. That first game is here, and it's a graphical upgrade of the Mega Drive game of the same name, released in November last year, with some incredible 3D special stages added! Of course, we're also waiting for the other Saturn *Sonic* game which is hopefully due next year, direct from the Sonic Team!





THE SATURN VERSION OF SONIC 3D!

TOOT TOOT!

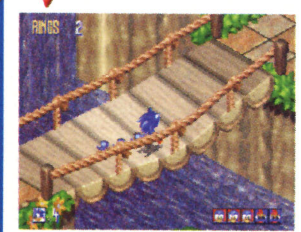
The new rendered intro for *Sonic 3D* is very impressive. Sonic sprints around the Green Grove Zone, jumping over holes and freeing his Flicky friends from the Badnik robo-shells!





THAT LOOKS FAMILIAR...

Sonic 3D on Saturn is almost totally identical to the Mega Drive version reviewed in issue 180. Obviously, the graphics are a lot better but the level design is just the same. By far the biggest differences are the special stages, which you can read about elsewhere on the page.





The bridge on the left now wobbles nicely. The Robotnik statue on the right wasn't in the MD version.



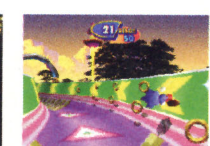
There's now a map to show Sonic's route through the game, ending up at Robotnik's Panic Puppet!

AMAZING 3D SONIC SPECIAL STAGES!

Getting to the special stages is done just the same way as before, collecting and giving a total of 50 rings or more to either Knuckles or Tails hidden around the levels. The new Saturn stages start with Sonic's friend flying and dropping our hero into a trough just like those in *Sonic 2* on the Mega Drive. The characters are all completely 3D, and look brilliant – just like Sonic does in *Christmas NiGHTS*.









Running into the bombs makes you roll and drop a load of precious rings!



Reach the end with enough rings and you're awarded a Chaos Emerald!



Just like in *Sonic 2*, the idea is to collect the required number of rings before reaching each checkpoint.





COMING SOON



NEW EFFECTS FOR THE SATURN!

Of course, it would be stupid if Saturn *Sonic 3D* looked identical to the Mega Drive version, so the graphics have been upgraded slightly. The floors are now no longer flat-coloured chequered squares, and instead are textured. There are also nice weather effects on some stages, with rain and lightning in the Rusty Ruin, and falling snow in the Diamond Dust Zone.



The fire shield lets Sonic shoot into enemies by pressing the jump button twice.



At the start of Act 2 of Rusty Ruin, the level is covered in a thick fog! And it's raining!







SONIC 3D STARTER COURSE

The idea of *Sonic 3D* is very different from previous *Sonic* games. In the bottom-right corner of the screen is a block of five Flickies (the colourful little birds which live on Mobius). When Badniks are destroyed, they occasionally release a Flicky which must then be collected. These Flickies follow Sonic around until he drops them off at a ring teleporter – once all five are dropped off the warp to the next section of the act opens up!







Pop goes the Badnik! Collect the Flicky from inside before he wanders off.



Get all five Flickies and they follow you in a line. Get hit and they run away!



Drop them off at the ring to open up the warp to the next part of the act!



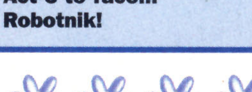
At the end of Act 2, Sonic gets warped to Act 3 to face... Robotnik!

MOBIUS A-Z!

One new feature of *Sonic 3D* on Saturn is that a map is displayed whenever the game is paused. The screen also shows you how many continue medals have been collected.



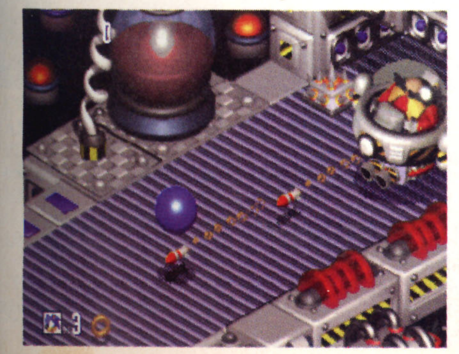


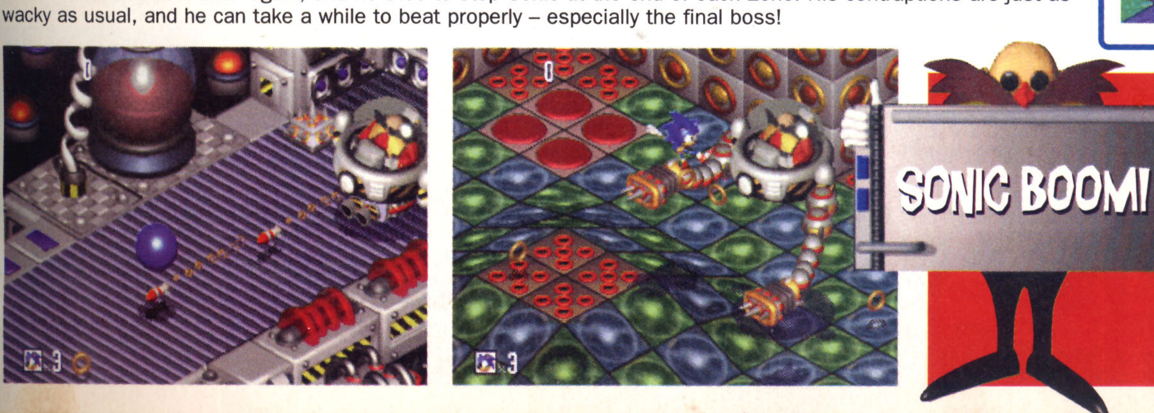




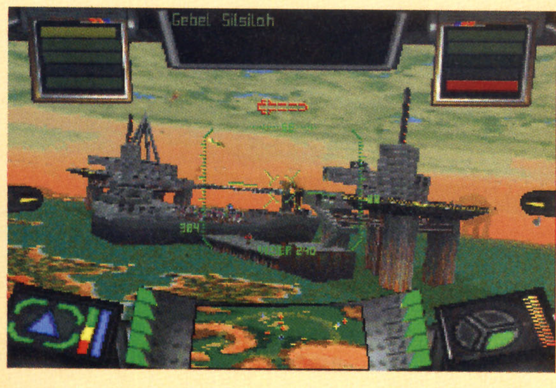
IVO BIGGUN! PAH HA HA HA!

Doctor Ivo Robotnik is back again, and he tries to stop Sonic at the end of each Zone. His contraptions are just as wacky as usual, and he can take a while to beat properly – especially the final boss!





It's almost definite that we'll be reviewing *Sonic 3D* next issue. As usual, we can't guarantee this, as the release of the game may slip a bit. So, until next month: "believe in yourself, yourself, yourself hey!" (sad *Sonic CD* end song quote).

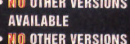






FLIGHT ACTION | BY GREMLIN INTERACTIVE | FEB RELEASE | 1-4 PLAYERS





- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - GREMLIN TEL: 01142 753 423

A game set in the past, with massive spaceships and futuristic weapons, all taking place on another planet! That's got to make for an interesting game!

SANDWARRIORS

Sand Warriors lets you fly spaceships aroud a desert planet, following orders from your superiors, and destroying your arch-enemies. Eventually, you can get promoted, pilot more advanced vehicles, and use enormous bombs to help you in your missions! There are loads of control options, letting you use the keyboard, mouse or joystick so that you can play just the way you like it!

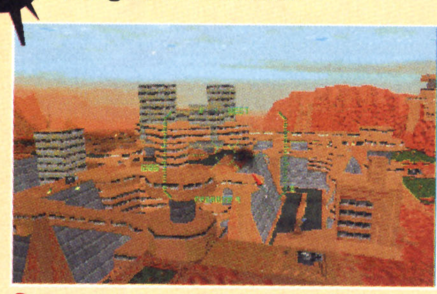


WORKING THROUGH THE RANKS

At the start of *Sand Warriors*, you have a basic ship – not much armour, and very simple weapons – and the rank of "Falconer". As you work your way through the game, proving yourself to your superiors, you can get better ships. There are a total of 20 different ships to pilot, with at least 10 different weapons to look forward to!



Smoking enemy ships fall to the ground when shot!



Some of the cities in Sand Warriors are incredible to look at!





THE ALL-IMPORTANT STORYLINE!

The story behind *Sand Warriors* is quite a strange one. It's set in 6225 BC, and two nations from the desert planet Tawy are fighting to decide who gets to colonise planet Earth. You are a low-ranking soldier from House Osiris, and must complete your missions in an attempt to wipe out House Set entirely!

HI-RES SCENERY

Sand Warriors looks pretty incredible in places, with pyramids, valleys, temples, and even complete cities! The high-resolution 3D graphics and the detail of the scenery mean that on a powerful PC, *Sand Warriors* will look spectacular!

FOR EXAMPLE...

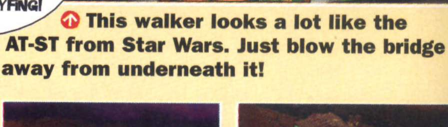
The levels aren't basic destruction missions all of the time, for example, the first level sees an enormous mothership landing outside a city. Once it reaches the floor, it opens and tanks start rolling out! Your mission is to stop all of the enemy vehicles, then destroy the mothership!



The best way to destroy this mothership is with these rockets. They fly inside the ship, then break up into lots of smaller missiles!







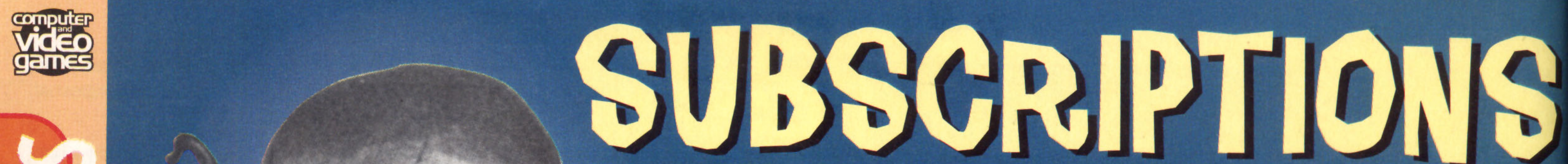
This walker looks a lot like the AT-ST from Star Wars. Just blow the bridge away from underneath it!





IT'S IN THE SAND...

We'll review *Sand Warriors* for the PC just as soon as we get a finished version in. It's possible that will be in time for the next issue, but don't hold your breath!



SUBSCRIPTIONS

SUBSCRIBE TO CVG! PRESERVE THE CREST!

I NEED OIL TO MAINTAIN THE HEALTHY SHINE OF MY ROYAL CREST.

Following on from last month's Hive Brain report, we have first pictures of our new Staff Writer – fresh out of pupation. Something we were careful to conceal last month, which we have only just been cleared to show you, is the Alex Huhtala Royal Crest. As a direct descendent of our ancient forefathers – the CUGS – Alex's cranium is adorned by a beautiful plumage which must, at all times, be preserved. It is, you see, our equivalent of a mobile phone – transforming Alex into a portable communications device from which we can learn of our ancient masters' bidding. The headdress Alex is seen wearing here is used to protect the Royal Crest during transportation through our patent Interstellar Staffy Extruder.

But you'll notice how the Staff Writer in its natural state of flux is also decorated by supplementary antennae which protrude from the top corner sections of the back. These are encased in the scooped-out remnants of a giant bean pod, unique to our home. To prevent the pod from cracking open, leaving the antennae naked to the poisonous Earth's atmosphere, the outer case must be regularly oiled.

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Indeed the Royal Huhtala Crest must be preserved. I wish to subscribe to CVG and I enclose a cheque/ postal order, international money order or by Access/ Visa payment,

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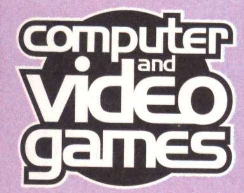
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WE NEED MORE FLUID FOR OUR STAFF WRITER'S BODY PARTS IN FLUX!

Unless the trinity of the Staff Writer's biological transmitting protuberances are kept in natural state, the World – YES the World – will suffer the consequences. From our studies of the ancient CUG parchments (made from old Lomas eggs membranes) we have found only one solution to match that of the lubricant used to preserve the pods. It is very similar to Earth hair dressing formulas, in use since the 1950s with in certain social circles. We need enough money to research the exact brew, then finance to maintain its production.

To ensure that the collective CVG – which includes you – is kept busy thinking of possible recipes, we have arranged that Subcribers to CVG will receive 12 issues for the price of 10, and that these privileged assistants will get to share in our experiences days before the magazine goes on sale to the general public. Make haste, so that we can make oil!



BACK ISSUES!



BACK ISSUES



OCT '96 # 179

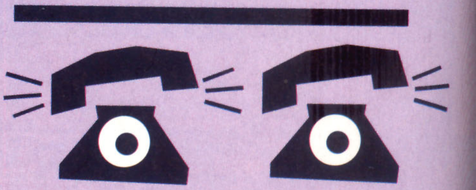
Complete *NiGHTS* players guide, *King of Fighters '96* moves list, every *Virtua Fighter Kids* move and cheat, *Street Fighter 3* technology revealed, *Mortal Kombat Trilogy* on PlayStation.

NOV '96 # 180

FREE: *Tekken 2* and *Fighting Vipers* double-sided poster! First *Virtua Fighter 3* moves list, *Die Hard Arcade* moves, *Mortal Kombat Trilogy* on N64, *Crash Bandicoot* review, *Tokyo Game Show* special report.



Missed an issue? Wot a idiot!



Our clever operators are waiting to correct your mistakes!



DEC '96 # 181

First *Mortal Kombat Trilogy* moves list, plus cheats, and hidden characters, JAMMA arcade show report, Driving game special, *DD2*, *Mario Kart 64*, *Wave Race 64*, Arika *Street Fighter EX* interview,

JAN '97 # 182

FREE: 100-page full-colour "Complete History of Computer and Video Games" book, *SF Alpha 2* Master's Guide, Shoshinkai and PS Expo show reports, *Die Hard*, *Crash* and *WipeOut 2097* cheats.

FREE GIFT!! BOOK
Christmas computer and video games
THE COMPLETE HISTORY OF COMPUTER AND VIDEO GAMES
FESTIVE FRENZY!

EARLIER ISSUES ALSO AVAILABLE!



BLAGGER'S GUIDE TO COMPUTER AND VIDEO GAMES

We preach enough times about which games are best by whatever company. We expected you understood what we blather on about too. However a colossal "EH?", size of Ed's Tips Bible, just ricocheted across the galaxy...



Reading you loud and clear CVG fans in distress! Word is that there are some of you who aren't so clued up as the rest of us. Worse, there are brothers and sisters out there who have lost the plot. We cannot let this go on! So our answer to all the confusion is this: a hurricane tour through the awesome world of computer and video games, telling you whose games are outstanding in the most important areas, and directing your attention to others perhaps more obscure.



We've spread these eight pages across the centre so that you can remove them from the main magazine for later reference. Understand that six full pages, plus one we've used for intriguing facts and figures, isn't sure to provide real breadth of understanding – remember this is a 'Bagger's Guide'. But by giving you a taste of all the juicy bits, there's every chance you'll want to become a conoisseur in one or more of the areas covered.

Just like music, video games are created to appeal to many different tastes. And, just like music, the process of defining categories becomes increasingly more complex as new styles evolve from others. Sega *NiGHTS* looks as though it should be a platform game, but isn't. And id's Quake is hardly just a corridor game. We've done our best to nail each category as best we could.
To close the feature we have Chart Track's market breakdown, who've used a slightly different group of categories. We're not trying to confuse you, just that Chart Track's helps represent buying trends better.





FIGHTING GAMES

WHAT FIGHTING GAMES ARE ABOUT

Easily the most prolific, and continuously exciting area of the computer games industry. Fighting has been popular since the early days –after Data East's *Karate Champ* the scene has never looked back. As soon as a new style appears in the arcades, the home versions are eagerly awaited. Easily the most successful series is Capcom's *Street Fighter*, which many players still follow avidly to this day. There have been many games to mimic *Street Fighter*'s style and in some ways improve on the formula. SNK are best known in this respect, with their *Art of Fighting*, *Fatal Fury*, and *King of Fighters* series coining it.



Sega's Virtua Fighter 3.

SNK's King of Fighters 95.

WHY FIGHTING GAMES ARE SO POPULAR

First and foremost these are the ultimate player-versus-player games. With a well balanced fighting game, the argument of who's best is settled quickly and convincingly usually in a best of three rounds scenario. If one player is practiced and the other is still learning, a good fighting game has scope to highlight the gap in no uncertain terms. The development of artificial intelligence is crucial too, as no-one wants to find CPU-controlled opponents falling for the same move over and over. It's no surprise that Sega's AM2 chose a fighting game – *Virtua Fighter 3* – to launch their Model 3 arcade board. The detailed representation of two humans, performing complex manoeuvres against each other, surrounded by breathtaking scenery, is the ideal showcase for new technology.

3D FIGHTING

Developers are only now finding ways to nail some of the AI problems inherent in 3D fighting games. When you're dealing with motion capture routines, as opposed to individual animation frames, perfecting collision points (where fighters take hits) and where to counter attacks is difficult. Which is why even the mighty *Virtua Fighter 2*, and *Tekken 2* are prone to cheap moves – however impressive. NOW, though, *Virtua Fighter 3* is water tight. And the dodge move – soon to feature in Fighters Megamix along with other *VF3* mechanics – shows how 3D fighting games have the potential to overshadow the near perfect gameplay of the 2D fighters.





2D FIGHTING

Fourteen years down the line since *Karate Champ*, it's not surprising that the 2D fighting game is now almost faultless in its finest form – *Street Fighter*, *King of Fighters*, *Killer Instinct*, *Mortal Kombat*. There are clear divisions between these styles, meaning there's something to suit all tastes. And because these games are constantly modified to meet the demands of the millions of fans worldwide they are always in vogue. Developers such as Capcom are expert at introducing new, increasingly complex gameplay elements to keep players aiming for the top of that learning curve. And the *King of Fighters* series is a technique masterclass!



RPGS/ ACTION ADVENTURE

WHAT RPGS ARE ABOUT

A little hard to define, as the role-playing-game (RPG) sector is so fragmented. Simply saying RPG is pretty vague. In Japan there are names to classify all kinds: Action, Simulation, Strategy, and Adventure. Over here we're less well catered for, and ours mainly settle into the Action variety. The basic attraction is the concept of character development – strength, speed, intelligence, and magic power – against a backdrop of a rich storyline (unheard of in most action games), and exquisite locations. Typically players are in control of one character in an Action RPG, whose actions are under direct control by the player. However Sega's *Shining Force* series on Mega Drive and the recent *Suikoden* from Konami for PlayStation adopt the turn based combat system, which is the most popular in Japan as it allows for more outrageous standard and magic attacks.

↑ *Final Fantasy VII* by Squaresoft. This one game is expected to sell around half a million PlayStations!

WHY RPGS ARE SO POPULAR

In terms of value for money it's hard to beat a great RPG. *Zelda III* for the Super NES has over 40 hours of solid gameplay. More recent examples offer more than twice that amount. Losing a chance (missing a life) in an RPG often means losing some of the treasures amassed along the way, so all battles are treated very seriously – and are more exciting because of it. Character development is a major part of the reward process with mighty new weapons devastating opponents which may have 'kicked your ass' beforehand. RPGs are also renowned for presenting incredible graphics, and amazing music, which are important for creating the necessary atmosphere. Squaresoft are masters of this, as their forthcoming PlayStation game *Final Fantasy VII* clearly shows. Get with it UK!

↑ The classic *Zelda III* by Nintendo. Great RPGs offer many hours of involving gameplay.

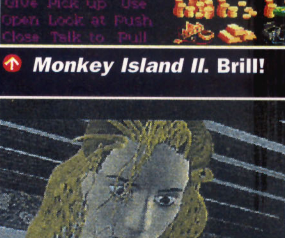
GRAPHIC ADVENTURE



↑ *Broken Sword* by Revolution, developed for PC and PlayStation. A great success late last year.

WHAT GRAPHIC ADVENTURES ARE ABOUT

Players adopt a more detached role as the character(s) on screen enact various set pieces, using dialogue or items selected for them. Graphic Adventures are the closest thing to an interactive movie available, so it's unsurprising to find that LucasArts are kings of this particular castle. Also known as 'point-n-click' adventures, the routine of using a cursor to prompt the action of a person or item has broad reaching consequences. Given the right item, and/ or the correct choice of conversation the story goes in your favour. Anything less and there's either some kind of on-screen disaster, or nothing at all. The idea is to experiment. Recently Gremlin have been experimenting with 3D expansions on the theme, to some success. *Normality* works well, and *Realms of the Haunting* is practically a *Doom*-style game with point-n-click overtones.



↑ *Monkey Island II*. Brill!



↑ *D's*, by WARP. Scary!

WHY GRAPHIC ADVENTURES ARE SO POPULAR

The majority of Graphic Adventures aren't subject to any kind of time limit. We guess the appeal is down to people being able to solve complex puzzles, with pleasing consequences, at their leisure. Ideal for PC then. In the case of the LucasArts games there is often a lot of great humour incorporated, and as the CD-ROM format allows for studio recordings of voice actors there's celebrity appeal too – Christopher Lloyd in *Toonstruck* for example.

↑ LucasArts' *Toonstruck*.







STRATEGY GAMES

WHAT STRATEGY GAMES ARE ABOUT

For a long time these brain-intensive resource management games have been almost exclusive to PC. This is probably due to an older audience, who are patient enough to gain enjoyment from planning for their rewards. Strategy games are pretty much split between war games and sports management titles, but the former are by far the most common. Surprisingly there are some parallels which can be drawn. They all involve starting from scratch with the worst team/ army imaginable which players must shape up and grow into an unstoppable force. Of course the appeal of each is quite different!

WHY MANAGEMENT GAMES ARE SO POPULAR

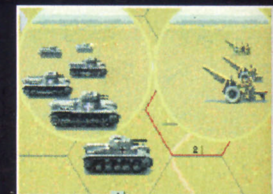
Watching your team play badly on a Saturday afternoon can be bloody frustrating. So the opportunity to prove to yourself that you could manage things better is right here. Really it's astonishing how involved players get when every goal counts, and where the accumulation of money through skilful handling of the club's resources can result in the enlisting of the world's star player into Grimethorp Utd, or whatever. We know of somebody who exchanged his *Street Fighter* addiction for hours dedicated to *Championship Manager 2*.

WHY WAR GAMES ARE SO POPULAR

Your chance to be a prince among men, with the power over millions! On a more sober level there is the appeal that many War 'Sims' are base on historical battles – Napoleonic or even recent times such as the Gulf War. Kind of grim, but it's a selling factor all the same. For the mass market though *Command and Conquer*'s presentation of global war against your mates – the increasingly essential network facility – makes all the difference. Plus *C&C* is regarded by experts as one of the best strategy games ever devised – and that includes board games such as *Risk*.



Civilisation 2, reviewed this issue.



***Panzer General* is a classic from TSR.**

SIMULATION GAMES

WHAT SIMULATION GAMES ARE ABOUT

Oh come on, this one's obvious – at least that's what you'd think. But 'Sim' games range from seat-of-the pants flight simulators to viewing entire city networks from afar. The latter can often get confused with management/ strategy titles but deserve treating separately for a couple of reasons. So a simulation is exactly what the name suggests, placing the player in a 'real' situation which they learn to master then enjoy success. Simulations are, more often than not, open ended – which is the clearest distinction you can get between *Ace Combat* and *EF2000*; *X-Com* and *Sim City 2000*.

WHY SIMULATION GAMES ARE SO POPULAR

What the Japanese refer to as a Simulation Game is quite different to what we know. They are more into games where you can raise a Princess, dress her up in fancy clothes and meet the King, as opposed to founding the equivalent of the Roman Empire using hundreds of tiny icons, which is what we tend to go for. In either situation though, the satisfaction comes from watching something wonderful emerge from meagre origins, all thanks to your undivided care and attention.



***EF2000* developed by DID. So authentic that the RAF use it to train their fighter pilots.**



***Pilot Wings 64*, for the N64. Very realistic!**

WHY FLIGHT SIMULATION GAMES ARE SO POPULAR

If you wear glasses, you can't become a professional airline pilot or fly a fighter in the RAF. Not in real life. But flight simulators allow us to fulfil these incredible dreams, to such a degree that the RAF are reported to use the game *EF2000* to train their forces – yes, their 'game' is so accurate! So the appeal here is pretty universal. The best examples allow users to participate on a number of levels, allowing CPU assistance for novice pilots, and the satisfaction of knowing you could probably fly the real thing given half the chance for those capable to take full control.














PLATFORM GAMES

WHAT PLATFORM GAMES ARE ABOUT

Lead a visually appealing kind of character from A to B, avoiding obstacles and dealing with enemy characters in whichever imaginative way the games designer sees fit. Nintendo's *Mario* jumps on heads and punches blocks. Sega *Sonic* spin dashes through walls. *Crash Bandicoot* does a bit of both. There are platform shoot'em ups too, in which the central characters are armed with all manner of outrageous weaponry to blow everything away! Platform games fall into the classic 'Stage-Boss' routine, whereby a huge and/ or complex character awaits the player after they've survived the preceding obstacle course. It's taken a while longer for platform games to hop onto the 3D scene, but the results have been worth waiting for – *Sonic Blast* on the Mega Drive is cool, and *Mario 64* almost defied description when it was released in June last year.

WHY PLATFORM GAMES ARE SO POPULAR

In a way platform games are like huge ongoing practical puzzles. Some players really go for the colourful, single screen variety made popular by Taito's *Bubble Bobble* series. Others look forward to more of an amazing quest as recently demonstrated by Crystal Dynamics' *Pandemonium*. The latter are often accompanied by reviewers saying "I couldn't wait to see what the next level had in store". Konami's early Super NES – *Castlevania* and *Super Contra* (*Probotector*) – are still amazing. The *Mario* games are invariably classics because they combine elements of both, presenting tricky bonus screens between the main run and jump action. Above all, though, platform games do very well with the general public because they feature attractive characters or settings (*Sonic!*) and are instantly playable. You don't need to be brilliant in most to have a lot of fun.



Mario 64 on N64.

The *Bandicoot!*

SHOOT EM UPS

WHAT 3D SHOOTEM UPS ARE ABOUT

Usually these are flight-based games, but, as will be the case with upcoming *Star Fox 64*, there are ground based missions included. The first popular examples in recent times, outside of the arcade, were *Star Fox* on the Super NES, and *Silpheed* for Mega-CD. Long before those of course there was *Starglider* on the Atari ST and Commodore Amiga computers, and Namco's *Starblade* in the arcade. And after that came Sega's *Space Harrier*, *Thunderblade*, *Afterburner*... the list is pretty huge. Basically the idea is to excite the player with the sensation of flight, and give them an amazing set of weapons to defend themselves against swarms of enemies.

Panzer Dragon Zwei developed by Team Andromeda for Sega Saturn. Awesome!!!

ODE TO TRADITIONAL SHOOTEM UPS

We're seeing much less of these now outside of the arcade. It's fair to say that they are getting pretty antiquated, much faster than their 2D fighting partners. These used to be the hottest games around from the mid 1980s to early 1990s with games like the *R-Type* series, and *Raiden Trad*. Early last year Taito updated their popular *Darius* series for the Saturn and that game is cool – though maybe only to those who loved their shoot 'em ups in the first place. It's extremely difficult to make a great 2D shoot'em up attractive now, as we're all quite used to seeing enormous enemy characters create havoc on screen. Outside of that there's only the almost mathematical appeal of being concentrated enough to weave through curtains of tiny bullets. Maybe we're all going soft!



Darius Gaiden, from Taito, on Saturn. It's a skilful game featuring great music.

WHY 3D SHOOTEM UPS ARE POPULAR

Dedicated to everyone whose only dream of flying involves carrying a big gun so they can blast everything – above and below – to smithereens! We reckon the main attraction is that 3D shoot'em ups are totally 'In Your Face'. In the traditional 2D shoot'em ups, for example in *Galaxian*, tiny alien sprites are seen to tumble down screen toward your 'base' or 'cannon'. Now with *Galaxian 3* in the arcade, these enemies look almost real and fly in formation about your head! Everyone who's into Star Wars or similar movies really go for this kind of thing – it's like you're Luke Skywalker in the Millenium Falcon or whoever. Nintendo's *Star Fox* really has you leaning back in your seat as you try to avoid being sucked into the blades of an alien Boss, and ducking to avoid overhead beams as you zoom below them. How can this sort of thrill ever fail!



HOLD IT! GUN GAMES

Always a popular arcade pass-time since Taito's *Operation Wolf* first appeared. The appeal of this type of game has transformed from solely target practice, to the fact that they now feature some of the best 3D graphics routines around. Sega's *Virtua Cop* led the way, recently Namco's *Time Crisis* has added a new dimension with a foot pedal which allows players to duck and cover. These games put YOU right in the centre of the action, and that's what makes them so cool.























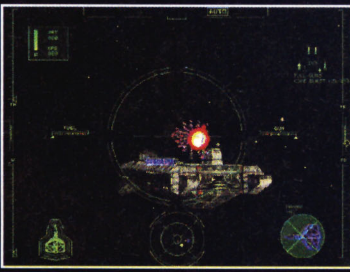
SPACE COMBAT/ TRADING SIM

WHAT SPACE COMBAT/ TRADING SIMS ARE ABOUT

Earn a reputation for being an ace pilot in some kind of incredible space force – but first you've got to prove yourself better than a low-grade rookie! Space Combat games comprise set missions of increasing difficulty, played from a first-person perspective – inside the space ship. Between times live action movie sequences, often featuring famous actors (Mark Hamill, for example, in *Wing Commander III*) carry the story along. Of all the games on the market, Space Combat sims offer the highest production values, with development teams such as Origin (*Wing Commander, Privateer*) bettering Hollywood in some cases. Trading Sims are much less common, probably because they involve building whole universes for pilots to negotiate as opposed to individual battle sequences. *Elite*, its sequels *Frontier*, and *First Encounters* give players complete freedom. The *Privateer* games are half Space Combat, half Trading Sim which seems to be the way this genre is headed.



Space Trading Sims such as the *Elite* series are completely involving.



***Wing Commander IV* from Origin. Expect the best examples of Hollywood-style special FX.**

WHY SPACE COMBAT/ TRADING SIMS ARE SO POPULAR

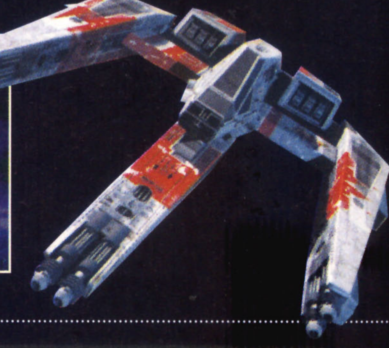
The opportunity to take part in a Star Wars movie is almost too much to resist for some people out there. The fact LucasArts honour this fanaticism with quality software, which appeals to gamers who haven't so much as glanced at C3PO, is a winning situation. If you're gonna become a fighter ace, outer space is a cool setting as it allows for crazy 360° dog fights, flown in incredible state-of-the-art craft brandishing weapons which are, literally, out of this world! As for trading – until you've been caught for drug smuggling half way between solar systems, and lost the thousands of credits necessary for the next systems upgrade, you haven't lived.



***Tie Fighter* from LucasArts.**







***Tie Fighter* again... it's brilliant!**

PUZZLE GAMES

WHAT PUZZLE GAMES ARE ABOUT

A much misunderstood, and grossly underrated area of video games. Puzzle games are usually fairly abstract in presentation, attempting to lure players with cute or else potty-looking characters. Perhaps the most famous examples are Alexey Pajitnov's *Tetris*, and DMA's *Lemmings*, which are as different as chalk and cheese – so this is a difficult area of games to sum up. But, in a flash of inspiration, let's try it this way: Mastering any puzzle game involves the manipulation of small 'pieces', whether it's a rodent or mathematical shape, in order to complete a task. The better you become, the harder the tasks, until only a select few mad geniuses can manage to see the end game credits. The *Tetris* craze is only just dying down in Japan where there was a new variation on the theme released almost every six months since 1990. We've yet to see the likes of four-player simultaneous *Puyo Puyo* (*Mean Bean Machine*, and *Kirby's Avalanche*) in the UK!

WHY PUZZLE GAMES ARE SO POPULAR

You only need to look at what *Tetris* did for Game Boy (it made it a success) to recognise the portable potential of a good puzzler. Which explains Nintendo's current strategy for their seven-year-old hand held – puzzle games! For the PC these are the ideal pastime for coffee breaks in the office, and anyone can play if they wish as the control system is essentially basic. On console a two-player competitive puzzle session is often equal to a work out on a great fighting game in terms of excitement. It's certainly more mentally exhausting.



Taito's *Puzzle Bobble* (noce play on words there) is about as addictive as they come.





***Tetris Attack* by Nintendo for Super NES, and Game Boy. The best in its field, no question.**















SPORTS GAMES

WHAT SPORTS GAMES ARE ABOUT

Sport. All kinds. In fact sports games have been around in some form or another since the very first games systems – if you accept that *Pong* is passable as Tennis. Every Athletic event, every major stadium sport, golf, fishing... almost anything you can think of is now a video game of some description. Tennis and Soccer are the most popular in the UK, with Cricket not far behind. Overseas the likes of Horse Racing and Fresh Water fishing do exceptionally well. It's hard to identify the best ever sports title, as the field is so diverse. But if we are to identify the most popular ever this would have to be *Sensible Soccer* on the 16-bit home computers and *PGA Tour Golf* on the PC. *FIFA 95* did wonders for the Mega Drive, and *Super Tennis* for the Super NES is a classic.

WHY SPORTS GAMES ARE SO POPULAR

Competition between two or more players is the key. The most playable two-player sports games, such as *Sensible Soccer*, have almost unlimited appeal because players are generally unconcerned about graphical quality. Playing as you favourite team, competing against Fuzzy Zoeler in the PGA licensed golf games, swimming for England, Boxing for the title of World Champion – all these ideals can be met in sports games. And with motion-captured realism getting more and more convincing the scope for even greater titles increases month on month. Roll on *Madden 2000*!


Until Sega's *World Wide Soccer 97* came along, US Gold's *Olympic Soccer* (above) ruled supreme.

Gretsky 3D on N64.



Konami's ultra fantastic *Track n Field* update for the PlayStation.

RACING GAMES

WHAT RACING GAMES ARE ABOUT

Competing in actual or fictitious motor racing events, earning enough drivers' points to progress through some kind of championship. There have been so many racing games over the years that we are now seeing numerous futuristic variations on the theme, which are all the more exhilarating because they allow drivers to race at impossible speeds in impossible craft. *Wipeout*, for example. The other side of the track is simulation race games, which have a similar appeal to the flight simulations in that players are convinced they could take to the real thing after enough practice! A good enough race game can sell a system – as has been proven with *Wipeout* and *Sega Rally*.



Wipeout 2097* by Psygnosis for the PlayStation. As if you didn't already know!

WHY RACING GAMES ARE SO POPULAR

Even your Dad is impressed by a good racing game, even if he won't take an interest in anything else. Tearing up the road is a great stress reliever, and the sheer speed and brilliance of the arcade style racers often showcase a system's capabilities better than any other game. The Wipeout games have become symbols of cool. *Daytona CCE* must be one of the most eagerly anticipated console titles EVER. *Super Mario Kart*, for its unlimited two-player appeal, is an all-time classic. And Namco's *Rage Racer* has just redefined music to drive by – even for the real thing. The icing on the cake is the official F1 license, which has inspired a small selection of monumental successes – Geoff Crammond's *Formula 1*, and Psygnosis'...er *Formula 1*.




***Formula 1: 2* (Top) *Sega Rally* (Middle) *Mario Kart 64* (Bottom)**



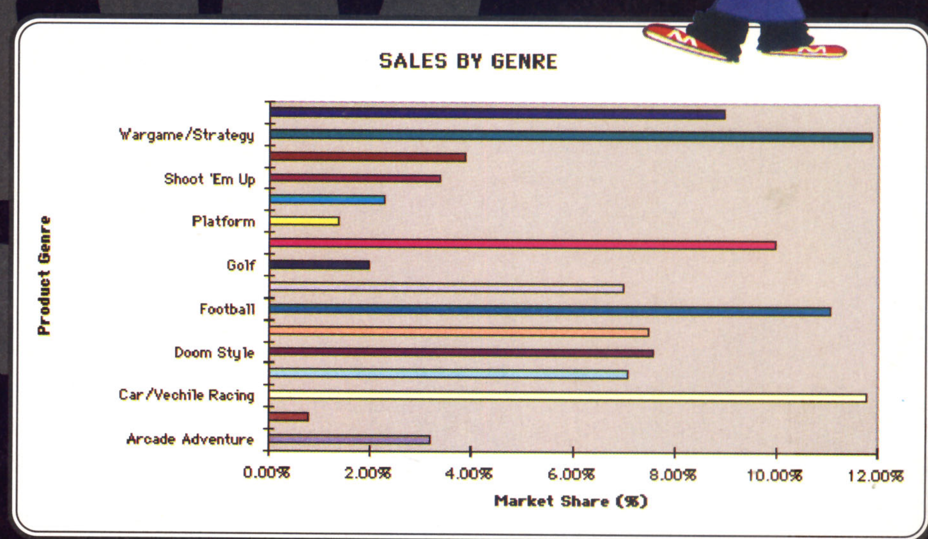


BLAGGERS GUIDE TO COMPUTER AND VIDEO GAMES : FACT SHEET

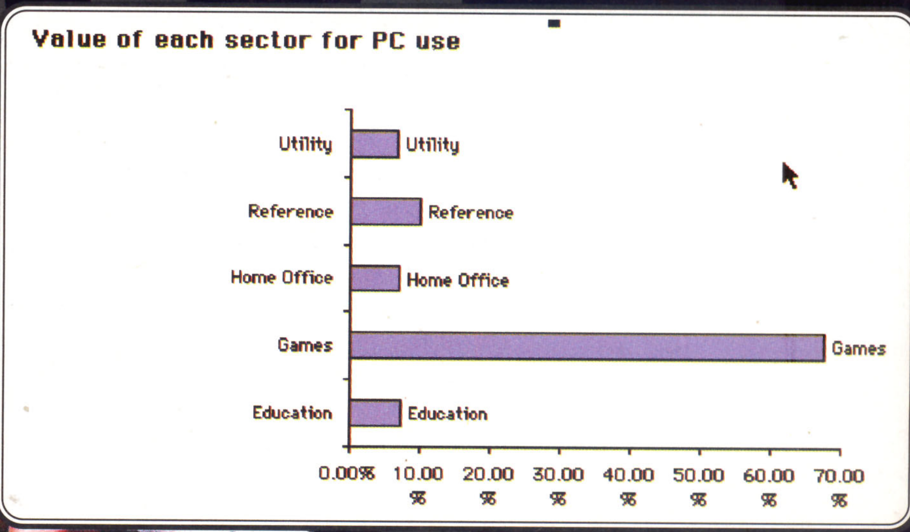
As promised, here are a couple of pictorial representations of the games market in the UK. The information is provided by Chart Track, and is basically just a 'snapshot' of your buying habits in the month of November 1996.

1997: HERE'S TO ANOTHER FRAGMENTED YEAR!

As developers continue to learn more about the hardware they work with, the likelihood of new and exciting game worlds increases. You're not totally unprepared for this onslaught however, especially not if you read CVG. The majority of great new console titles filter through from Japan, where the market is more dynamic than here. As you know we keep a keen eye on that scene. Also the PC feature on pages 88-89 gives you some idea of where that market is headed – 3D! Expect to see teams at Core and Psygnosis really exploit that area in 1997. But there's one untouchable, unfathomable zone which nobody has access to except the person who owns it – the imagination. Corny point, maybe, but we're sure you'll agree that UK gamesplayers are a fickle bunch. Unless we can identify some degree of original thought we don't buy it. We're reluctant to had over our cash for anything except the best. And CVG is here to help you identify when the best of the best happens along.



Of course it doesn't look like this all the time – sometimes there are fluctuations whenever a key title is released. For example in the month *Formula One* came out on PlayStation the Car/ Vehicle Racing quota significantly increased over that period. However we think the information here gives a pretty good indication of the way UK trends are.



Just to give you some idea of how much money is spent on PC games every month in relation to other types of PC software. Probably if there were three astonishing games out there to last you a lifetime, there wouldn't be such a difference. As it is you lot are out there looking for the latest greatest thing month after month. You must be made of money!





FINAL FANTASY VII
RESIDENT EVIL 2
STARFOX 64
MARIO KART 64
FIGHTERS MEGAMIX
SOUL EDGE
TIME CRISIS
AND LOADS MORE...

NEXT MONTH

ISSUE No. 184 OUT ON FEBRUARY 12TH

**Dear magazine seller,
I really don't want the hassle of fighting to escape with a copy of Computer and Video Games magazine, so will you please reserve a copy for me. Thank yoo-o-o!**

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CHECKPOINT

The month's events and software releases at a glance. **Dec-Jan**

This is the place to be if you want to know what's happening in the bristling hiveworld of videogaming. So don't call us asking for release dates, just look at this page!

1997 folks. Another year that's guaranteed to be a monumental milestone in our follow-up to last month's History Of Computer And Video Games book (expect it to be released in 15 years time!). So let's make 1997 the first important event in this month's Checkpoint timetable!
The first few months of this year hold some hugely exciting releases. The Saturn gets its version of *Die Hard Trilogy* on January 18th and *Soviet Strike* on February 25th. Plus Heart of Darkness, the long-awaited Saturn-first adventure from some of the creators of *Another World* and *Flashback*, has finally appeared at the bottom of our release schedule. *Destruction Derby 2* hits the PlayStation mid-Jan. The PC is set for a great time too. Shiny's *MDK* is pencilled in for February, as is Peter Molyneux's epic masterpiece, *Dungeon Keeper*. Equally as awaited is *Jedi Knight*, the sequel to *Dark Forces*, set for an unspecified March release. Bizarrely, *Turok: Dinosaur Hunter* is scheduled for release on Feb 25th, before the N64 itself is released. Which brings us to March 1st – Nintendo 64 hits the UK!

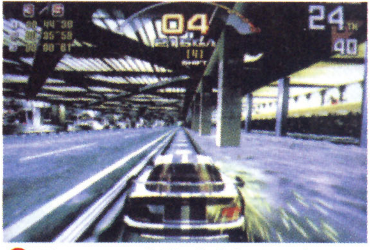


AOU SHOW

19th-20th February 1997 (Makuhari Messe Centre, Tokyo)
The Amusement Machine Operators Union Show may not be as big as September's JAMMA, but it's set to be far more exciting thanks to the unveiling of three monster coin-ops. Namely *Tekken 3, Street Fighter 3* and AM2's *Supercar*. Also there will be Sega's new ski game *Super Giant Slalom* and Namco's new ski game *Alpine Racer 2*. Capcom will be showing *Street Fighter EX* and second CP System III game *Red Earth*. They may also have another CP System II game (we know *Darkstalkers 3* is in development). SNK may unveil their new 64-bit hardware, Seta's N64 arcade board could be there, and Namco are rumoured to have a suped-up System 11 board in the works. It's said to still be compatible with PlayStation, more so if they bring out an upgrade for Sony's machine. Hmm...



***Supercar* – the official sequel to *Daytona USA* from AM2.**



The second Model 3 arcade game, fully revealed in February!

NINTENDO 64 LAUNCH!

1st March 1997 (UK)
We've waited long enough, but from Saturday 1st March we need wait no more – Nintendo 64 will officially be here! It's gonna cost £249.99 and come packaged with one controller. Four launch titles are scheduled – *Mario 64, Pilot Wings 64, Wave Race 64* and *Shadows Of The Empire*. Prices are expected to be between £49.99 and £59.99. At present we haven't seen the UK machine or the games, so exactly how the PAL versions look and play remains to be seen.



From March 1st you're gonna be able to play the official UK version of Mario 64. Mamma-mia!

ATEI

21-23rd January 1997 (Earl's Court, London)
Nowhere near as big as the Tokyo AOU, but the ATEI is a good chance for us to check out what new coin-ops will be coming to the UK. More significantly, the ATEI is on nearly a month before the AOU. And if our sources are correct, *Tekken 3* WILL be somewhere in this country by then, in which case it's almost guaranteed to be at the show. We can but hope. Chances of *Supercar* and *Street Fighter 3* being there though, are zero.

AWESOME COMPETITIONS!

And this month they are more awesome than ever! With the launch of Nintendo 64 still confirmed for March 1st we've added it to the machines you can win software for. All thanks to our pals at HMV!






DARK SAVIOUR

We've literally been waiting years for it, but finally Climax's brilliant Saturn follow-up to Landstalker is about to land in this country. So, as a way of celebrating this monumental release, we've made it this month's hot Saturn prize. To win a copy of *Dark Saviour*, just tell us what your favourite savoury snack is. Recipe's (or better still, samples) of the best to:
DARK SAVOURY COMPETITION.

TOBAL NO.1

Squaresoft's brilliant looking beat 'em up has yet to amaze UK gamers. But now it's got an official release, that situation is guaranteed to change. Even if the game has got a funny name. And speaking of ridiculous names, to get your hands of this truly unique and excellent beat 'em up, provide us with a new surname for Ed Lomas. Send to:
NED MASHMORK COMPETITION.

SHADOWS OF THE EMPIRE

Is Nintendo 64 on your March shopping list? Want help getting the software? Why not trying winning the top-notch *Star Wars* license right here! Only Star Wars fans deserve to win though, so to prove that's you, tell us the name of Chewbacca's son? the wrong answer may still win if you accompany it with a picture of Chewie's boy too. Send to:
PHIL'S LONG-LOST BRUVVER!

REALMS OF THE HAUNTING

As last month's High Five demonstrated, it's a brilliantly scary action adventure game from Tony Crowther, creator of the excellent vintage platformer *Blagger*. To stand a chance of winning this excellent chiller though, you have to show you're a master blagger like the Crowth himself. So in less than 50 words, try and ponce the game off us. Answer to:
CVG ARE ALL HANDSOME.

Send entries to: CHECKPOINT #183 FREEBIES, Computer And Video Games, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU

KEY: Red It's hot, so buy it! Blue Avoid like the plague!

GAME NAME	COMPANY	FORMAT
17 January		
Crusader: No Remorse	EA	Saturn/ PlayStation
Phantasmagoria 2	Sierra	PC-CD
18 January		
Die Hard Trilogy	EA	Saturn
Destruction Derby 2	Sony	PlayStation
24 January		
Legacy Of Kain	BMG Interactive	Saturn/ PlayStation
31 January		
Andretti Racing	EA	Saturn
FIFA '97	EA	Saturn
January (no set release date)		
A-10 Cuba!	Activision	Win 95 PC-CD
Armored Fist 2	EA	PC-CD
Batman Forever: The Arcade Game	Acclaim	PlayStation
Chronicles Of The Sword	Psygnosis	PlayStation
Dreadnought	Ocean	PC-CD
Flight Commander	Gem	PC-CD
International Superstar Soccer Deluxe	Konami	PlayStation
Lands Of Lore 2	Virgin Interactive	PC-CD
Magic: The Gathering	Microprose	PC-CD
Mortal Kombat 1&2	Acclaim	Saturn/ Playstation
NBA: In The Zone 2	Konami	PlayStation
Settlers 2 Data Disc	Blue Byte	PC-CD
StarCraft	Zabriac	PC-CD
Suikoden	Konami	PlayStation
Terminator: SkyNet	Virgin Interactive	PC-CD
WWF: In Your House	Acclaim	PlayStation
6 February		
Toshinden URA	Sega	Saturn
7 February		
NBA Live '97	EA	Saturn
15 February		
Test Drive: Off Road	Eidos	PC-CD
25 February		
Soviet Strike	EA	Saturn
Turok: Dinosaur Hunter	Acclaim	Nintendo 64
February (no set release)		
Air Warrior 2	Interactive Magic	PC-CD
Crow - City Of Angels	Acclaim	Saturn/ PlayStation
Crypt Killer	Konami	PlayStation
Dark Reign	Activision	PC-CD
Dungeon Keeper	EA	PC-CD
Dungeon Keeper Cluebook	EA	PC-CD
MDK	Interplay	PC-CD
Road Rage	Konami	PlayStation
Sonic 3D	Sega	Saturn
Star Trek Generations	Microprose	PC-CD
1 March		
NINTENDO 64	Nintendo	Nintendo 64
Pilotwings 64	Nintendo	Nintendo 64
Mario 64	Nintendo	Nintendo 64
Shadows Of The Empire	Nintendo	Nintendo 64
Wave Race 64	Nintendo	Nintendo 64
3 March		
Magic: The Gathering	Acclaim	Win 95 PC-CD
17 March		
Deathtrap Dungeon	Eidos	PC-CD
March		
Contra	Konami	Saturn/ PlayStation
Discworld 2	Psygnosis	PlayStation
Exhumed	BMG Interactive	PlayStation
Heart Of Darkness	Sega	Saturn
Interstate 76	Activision	PC-CD
Lethal Enforcers 1&2	Konami	Saturn/ PlayStation
Jedi Knight: Dark Forces 2	Virgin Interactive	PC-CD
X-COM Apocalypse	Microprose	PC-CD



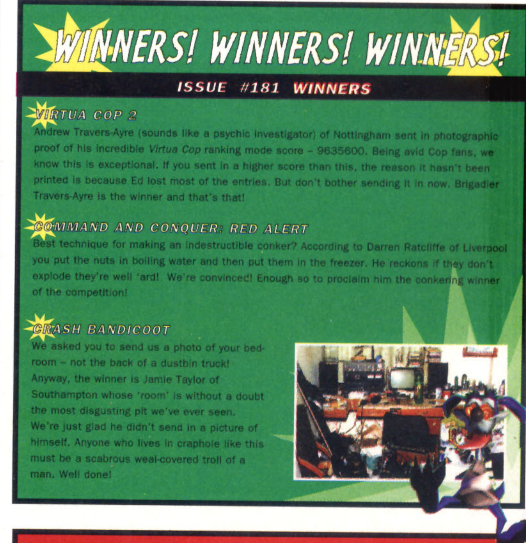
Destruction Derby 2 – ultimate wrecking fun!



Soviet Strike – brilliant helicopter action!



Wave Race 64 – incredible water effects!



WINNERS! WINNERS! WINNERS!

ISSUE #181 WINNERS

VIRTUA COP 2

Andrew Travers-Ayre (sounds like a psychic investigator) of Nottingham sent in photographic proof of his incredible *Virtua Cop* ranking mode score – 9635600. Being avid Cop fans, we know this is exceptional. If you sent in a higher score than this, the reason it hasn't been printed is because Ed lost most of the entries. But don't bother sending it in now. Brigadier Travers-Ayre is the winner and that's that!

COMMAND AND CONQUER: RED ALERT

Best technique for making an indestructible conker? According to Darren Ratcliffe of Liverpool you put the nuts in boiling water and then put them in the freezer. He reckons if they don't explode they're well 'ard! We're convinced! Enough so to proclaim him the conkering winner of the competition!

CRASH BANDICOOT

We asked you to send us a photo of your bedroom – not the back of a dustbin truck! Anyway, the winner is Jamie Taylor of Southampton whose 'room' is without a doubt the most disgusting pit we've ever seen. We're just glad he didn't send in a picture of himself. Anyone who lives in craphole like this must be a scabrous weal-covered troll of a man. Well done!

THANKS TO OUR BUDDIES...



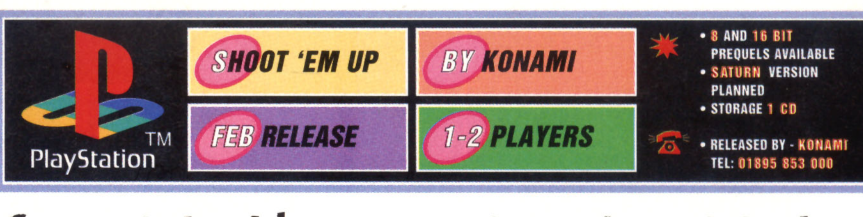
...at HMV! You see it's Dougie and Darren that help us put this page together. They provide us with up-to-the-minute release schedules and all competition prizes too. So they're your buddies too! Of course, print deadlines mean the release schedule isn't up-to-the-minute for you, so if some dates are wrong don't be mad. Let's all be pals.

HMV
KNOW HMV • KNOW GAMES









Contra is back! 10 years since the original first exploded into arcades! After wowing us with Mode 7 on Super NES and cool tricks on Mega Drive, it's now on PlayStation and in 3D!

CONTRA

British games players might not be familiar with the *Contra* brand. Over here the games usually went by the name of *Probotector*. Remember? Good. *Contra 3: The Alien Wars – Super Probotector* in Blighty – is still one of the best games available on the Super NES. Now Konami bring the *Contra* thrills to the 32-bit machines. *Legacy of War* is the latest chapter. The aliens are back, and so are the big guns!









WHO YOU GONNA CALL?

The storyline of the *Contra* series is simple. Somebody somewhere is doing something they shouldn't be, so the elite 'Contra' force is called in to save the day. The game is set after the Alien Wars and the madness which followed, where a ruthless dictator named Colonel Bassad has plans to take over the world. Just as well, because he wouldn't be much of a ruthless dictator if he didn't have these ambitions. Information has come to light, suggesting that Bassad has come into possession of an alien embryo! The Colonel has managed to breed the embryo, and created an army of alien mutants. Could his domination plans finally succeed? Now it's up to the Contra forces. This time they're calling on the talents of the HARD CORPS – a special mobile task force. Can they stop the Colonel before it's too late?











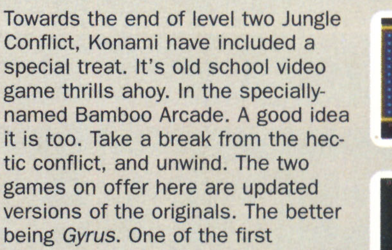
We think the intro is meant to be the HARD CORPS arriving. Who cares, it's got explosions!



The not very secret Jungle Arcade. R'n'R thrills aplenty!

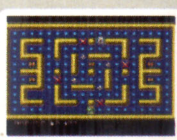


Tasha took an immediate dislike to *Pac-tank*. Quite right!



SAY HOTEL, MOTEL, HOLIDAY INN

Towards the end of level two Jungle Conflict, Konami have included a special treat. It's old school video game thrills ahoy. In the specially-named Bamboo Arcade. A good idea it is too. Take a break from the hectic conflict, and unwind. The two games on offer here are updated versions of the originals. The better being *Gyrus*. One of the first shoot–em ups to feature your craft being able to circle the whole screen. A 360 degree blaster of increasing difficulty. The other, a kind of cross between *Tank Battle* and *Pac-Man*, we're not too sure about. It's a strange hybrid which may have appeared under a name like Maze blaster or something similar. Best guess is that it's something just made up by the Contra team. Both games pass a few minutes. Once you've finished playing, you can even blow them up!





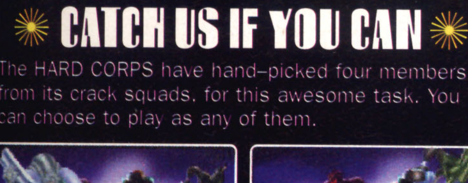




REVIEW

CATCH US IF YOU CAN

The HARD CORPS have hand-picked four members from its crack squads, for this awesome task. You can choose to play as any of them.





An alien who can communicate in our language. Bubba has fought for the Terrans since before the Alien Wars. Little else is known about him.



A former soldier-for-hire. Tasha doesn't have a sense of humour. Swift, silent and deadly. She favours heavy firepower, because she enjoys the explosions.



Made by the Chuck/ Wade Arms Co. From the Cyborg Destroyer series of assassin cybots. 288 was reprogrammed by a member of the HARD CORPS, and can now function in both anti-gravity and underwater environments.



Following the Alien Wars, Ray doesn't like to talk about the past. He's a weapons expert and ace pilot. His favourite food is sushi, and he has a large collection of show tunes!

WE'RE GONNA NEED A BIGGER BOAT!

Each character starts each stage with the same basic weapon. A machine gun. Throughout the stage power-ups can be obtained by finding Falcon symbols. There are three different colour Falcons to be found. Each colour activates a different weapon, depending on who you're playing as.

POWER UP	RAY	TASHA
BLUE FALCON	SPREAD GUN	SPARKLING LASER
RED FALCON	HOMING LASER	SEEKING BULLETS







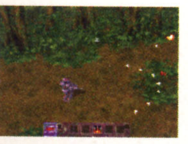






POWER UP	CD-288	BUBBA
BLUE FALCON	SPREAD GRENADE	STRAIGHT LASER
RED FALCON	HOMING MISSILE	HOMING BULLETS







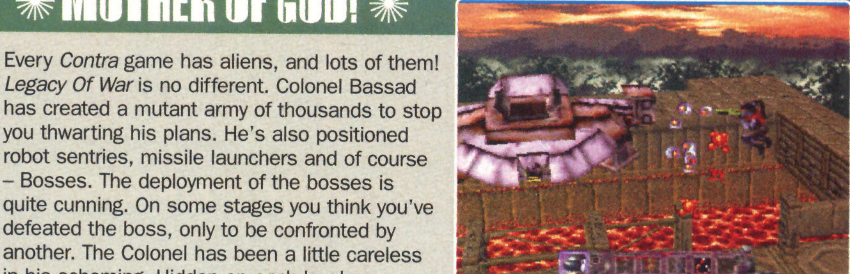






MOTHER OF GOD!

Every *Contra* game has aliens, and lots of them! *Legacy Of War* is no different. Colonel Bassad has created a mutant army of thousands to stop you thwarting his plans. He's also positioned robot sentries, missile launchers and of course – Bosses. The deployment of the bosses is quite cunning. On some stages you think you've defeated the boss, only to be confronted by another. The Colonel has been a little careless in his scheming. Hidden on each level are rooms stashed full of power-up booty. Make sure you shoot everything to discover these secrets, as you will definitely need them.



Lots of mutant soldiers jump out of this floating disc. It must be like the Tardis because it looks so small!

A very ugly spider with a huge mutant head. Those Konami guys are weird!



By far our favourite boss. A huge pile of junk that transforms before your eyes. How do they do that?

A huge pile of something! Home of this snake-like hydra beast. Toast him!



We don't want to hurt the tortoise mummy. Well I'm afraid you're gonna have to. You see it's war, them or us!

AND FINALLY.....

We'll just quickly mention that the PlayStation version of *Contra* has a special 3D mode. We can't really say how good this is because we couldn't seem to get it to work properly. It involves wearing those glasses with red and blue lenses, and fiddling with the brightness and colour controls on the TV. It might work, but we can't see it adding a great deal to the game anyway. Alright.

REVIEWER

***Contra 3* was one of my favourite games on the SNES. Upon first play this 32-bit version left me in a bit of a shock. Where were the great colourful graphics, the imaginative bosses, and the really big guns. After the disappointment subsided I realised all these things which made *Contra* great were actually still here. Maybe I was expecting more. That's the real problem, when you attach a famous name to your game. It has to be really amazing to please people. *Legacy of War* is an above average game, but when you attach the *Contra* name it seems worse than it really is. For best enjoyment out of this title, just forget it's a *Contra* game. Instead just enjoy it for the shoot-em up action it provides.**

ALEX HUHTALA



RATING

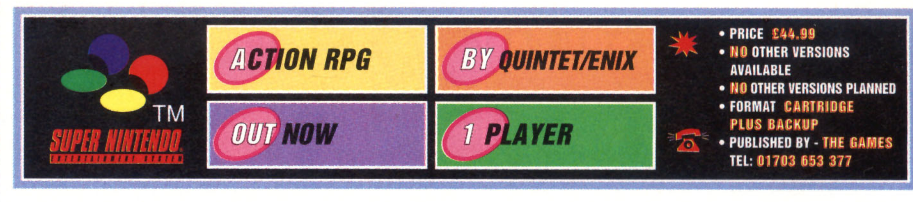


A bit of a disappointment for the hardcore Contra fans. It's still a decent shoot-em up, but not one worthy of that name.





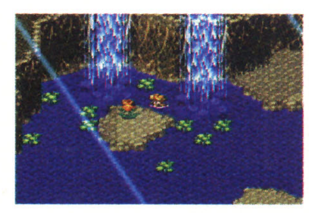


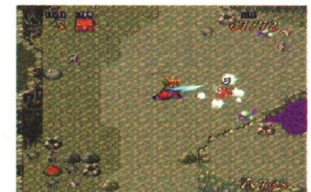


Hell bent on destroying everything around you in some global war? This game isn't for you. Restore the world to its natural state or suffer the consequences!

TERRANIGMA

Terra – the earth. Enigma – a mystery. *Terranigma* – a cool new RPG from the publishers of Illusion of Time in which the aim is to restore the earth's balance. But how? Well, with enough strength and courage, together with a head for problem solving, the hero of this game stands a pretty good chance. *Terranigma* is all about discovery through survival. By choosing the right tool or weapon, and by protecting the main character with the relevant armour, players gradually learn the strategy to beating the game. But, as with all Super NES RPGs, the process takes a long, long time. *Terranigma* starts basic, but evolves into something complex and quite amazing. Though it's an action-based title, there is a fair amount of strategic thinking involved along the way, not forgetting some minor detective work. And as it's from Enix, quality is assured.





FIGHTING FOR THE WORLD

Let's start with the hero – all fired up and ready to go. Very early on it is learned that the young feller has been causing all kinds of distress around his home village. It's this kind of mischief which initiates the wide-ranging series of events which take place in *Terranigma*. After helping a group of friends smash down a locked door, he discovers an ancient and mysterious box in the room beyond. Once opened, this box causes a disruption in time and space, and unlocks a doorway to another dimension. As it's his responsibility, the hero must follow the advice of the village elder, who sealed the door on the first place, and take his chances on the 'outside'.







AN EXCEPTIONAL KIND OF BOX!

Soon as the box is opened, an odd little winged creature appears. This is Yomi, who is your quartermaster for the expedition. Inside the box is a magical store, in which the hero stashes his inventory – ranging from weapons and armour, to food and medicine. In here there is also a record book, so the hero can check on his statistics, and reference guides which explain how to perform important techniques. The hero can dive into this box at any time during the adventure, to equip a more suitable weapon or seek medical assistance.



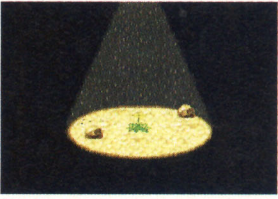




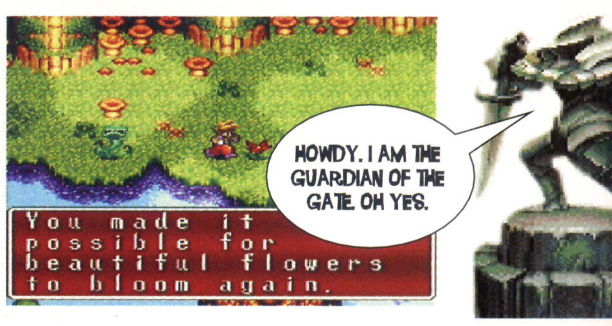




The Elder briefs the hero before his main voyage.



It becomes the hero's task to rejuvenate the world above his home.

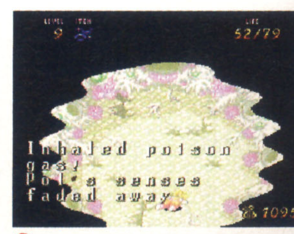


CHOOSING THE RIGHT WEAPON

Being properly equipped is a key factor to success in *Terranigma*. Unless the hero is armed with the correct weapon or shielded by the appropriate armour, he is susceptible to greater danger than necessary. In some cases he simply can't progress any further until these requirements are met. Everything has its purpose.



This location is inaccessible because a sorcerer uses his magic to repel visitors. By wearing the correct armour, the hero deflects the magic and confronts the sorcerer.



A special potion acts against the overwhelming fumes if this poison. Drink it down and it's safe to proceed – at least you think it's safe until you meet the boss!

PRICE YOU PAY FOR SUCCESS

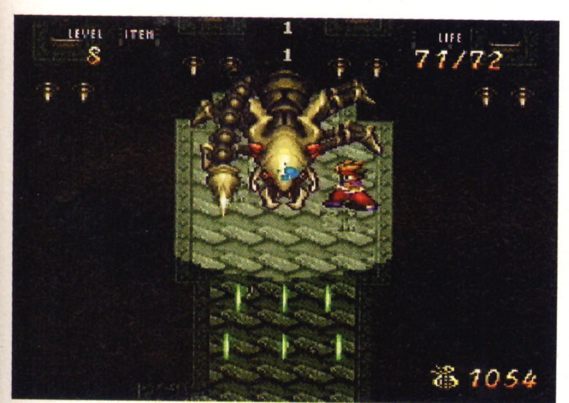
While the hero is out there solving the problems of the world, he occasionally finds a rare and valuable crystal. These are accepted currency in every shop which sells magic items, purveyors of enchanted rings and the like. As magic is so potent, obtaining these crystals can sometimes be quite difficult but the extra effort is worth it. Other easier to come by currency is gained by defeating enemies. Most times a monster is slain, it leaves behind some cash. Strange, but useful nonetheless. Spend this on items such as life-giving herbs and antidotes to poison.











The final boss before journeying to the overworld.

REWARD FOR SKILL PAID IN POWER!

The role playing element affects the game in two ways: Heeding advice of characters reveals clues to solving the mysteries of each new location. Mastery of the sword gives a player confidence to enter more fights and power up.

STRENGTH IN NUMBERS

With practice the hero builds an impressive repertoire of sword techniques. Apart from just stabbing at things, he can somersault and attack, jump and slide, dash attack, and perform a lightning-speed flurry to defeat enemies. Strength, speed, stamina, and luck are enhanced regularly after a set number of fights.





(Above) A sliding attack is useful against smaller enemies.
(Below) Dash attack is the best!

HEED THEIR WORD

Sometimes the adventure hangs on the words of a key character to get moving. During the game the hero regularly consults his friend Elle who lives in his home town. The village Elder is important too. Aside from that, the spirits of ancient people – represented as ghostly lights – offer friendly, but often cryptic, advice.





(Above) Elle is the hero's best mate in the beginning.
(Below) Talk to the ancients.

THE BIGGER PICTURE

Your aim is to restore life to a dying planet. Initially there isn't any signs of land to support anything other than fish, so the first task is to raise the continents. Five towers exist on the 'Outside'. By reaching the top, and challenging the master in each, the hero succeeds in restoring one piece of land. But this sequence, however tricky it may seem at first, is only the small beginnings of the main quest. With the continents intact, it then becomes the hero's duty to encourage the return of vegetation; animal, and human life. After that it becomes necessary to manage their progress successfully – even going so far as to appoint Mayors for cities! All the while, the evil forces must be kept at bay by the hero's bravery and skill. Only when the earth has been restored and evil banished can the game truly end.

BEFORE

AFTER









A sequence similar to this is shown each time an area of land is resurrected.





REVIEWER

What you see initially with Terranigma is only a fraction of what you get in the end, and it's impossible to predict the series of extraordinary events which take place. Control over the main character is excellent – the player is able to experiment with impressive alternate techniques, instead of being limited to one or two predictable ones. Quintet always include a sense of drama and intrigue to their games. Their artwork is stunning, and their music is invariably fantastic. So when you find yourself in a new location, the full effect is really awesome. It's commendable that Quintet have a talent for plot development too. Where a game so huge as *Terranigma* could become a tedious succession of rigid routines, instead the storyline makes the whole experience exciting from beginning to end. Many of you should be pleased to know that for a skilled action player the rewards could be even greater than for someone who's just struggling through. A well-balanced, with a powerful message.

PAUL DAVIES

RATING

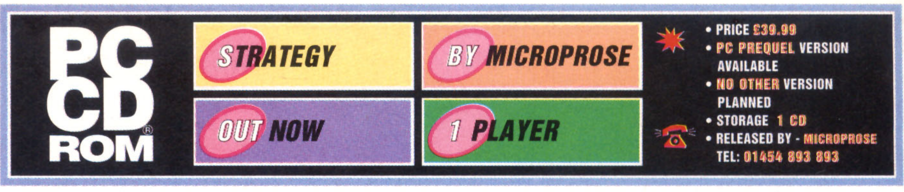






An outstanding addition to the Super NES' library of attractive RPG-style adventures. Superb presentation, and great story telling.





If you're a fan of the excellent *Civilization 2* prepare to fall in love again. For here is the expansion disk of your dreams.

CIVILIZATION 2: CONFLICTS IN CIVILIZATION SCENARIOS

Civilization 2 has already proved to be a great game, and a huge seller. Its winning formula of building an empire and planning its survival through history is a completely absorbing experience. Best described as a cross between the classic board game *Risk* and the equally great *Command & Conquer*. Those who bought the game on its initial release may be getting a little tired of the original challenge. Which is where this great expansion disk enters the scene.

HIGH FIVE! HIGHEST CVG RECOMMENDATION





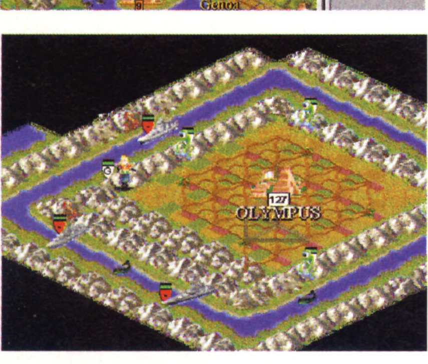


WHAT'S A SCENARIO?

Apart from the main game, *Civilization 2* contained two smaller games in the forms of scenarios. Those familiar with PC strategy games, or even some of the console conversions, will know the joys scenario modes offer: smaller games based around the original game concept, often with different objectives and goals. They can add many more months playing time on top of the original game. The two original scenarios contained in *Civilization 2*, revolved around the Roman Empire and World War 2. Conflicts in Civilization offers you 20 more scenarios to choose from!







Four different scenarios. Clockwise from top left: The French meet defeat in the Napoleonic Wars; Persian Gulf War; Federal Americans celebrate their civil war; and the very bizarre Cholera of Zeus, help fight the forces of Hades.

WAR WHAT IS IT GOOD FOR?

As the name would suggest Conflicts in Civilization revolves around war. Many of the scenarios are based on famous wars in history, some are even set in the future!

Civilization 2 is a game which pleases both the generals and the peace keepers – if you want to build a race who led the way in science, and who employed peace with other nations, you can. You can also be the opposite and try to conquer the world. The new scenarios are all based around conflicts. So those peace keepers among you may feel a little left out.



Aspects of war: Please your high council, seize cities, and defend well from your enemies.



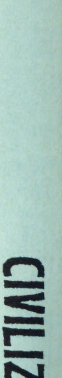
Best of the net includes THE CHOLERA OF ZEUS, which is very strangely based around Greek mythology. EAST WIND RAIN 1941 – 1945 AD involving the events surrounding Pearl Harbour. Best of all PERSIAN GULF WAR, and yes you can play as Saddam.







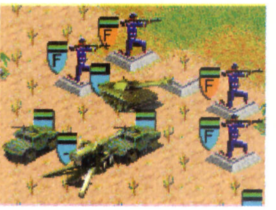




HOW TO PICK A FIGHT!

The combat system is very simple: Each unit has a set amount of moves per turn, and each civilization takes it in turns to move their units. To engage in combat, move one of your units onto a square occupied by the enemy. They will now both battle for the possession of that square. Each unit is given firepower, defence and hit points. A unit with greater firepower to the opponent's defence and hit points is likely to win the battle. However there are a number of factors that may change this outcome. A unit being attacked may be in a fortified position, which will increase their defensive score. The terrain the battle is on (such as forest or mountain) can also affect the battle.







Above is the Persian Gulf War. In our version of events America fought both Iran & Iraq, and won!

AFTER THE APOCALYPSE. 24 After Doomsday. The use of mutagens has taken its toll. Now human and mutant tribes battle for survival.

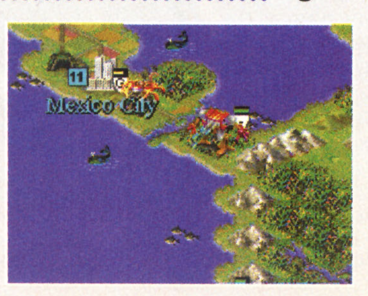


A Saurian in pursuit.



The Saurian city of Los Angeles is under attack. The Sauropods will crush those Biker mice.

ALIEN INVASION. 1 Alien Domination. The humans take a last stand against the alien Hodad forces. Playing as the humans is the real challenge. All the Hodad units are new. The humans need to develop new units to fight back! By the way Hodad is surfer slang, fact fans!







MUCHO SCENARIOS AMIGOS!

The twenty new scenarios on offer here, provide a wealth of new challenges. 12 have been devised by MicroProse themselves. The other 8 have been labelled 'Best of the Net'. Taken from the internet, these were developed by some real fans of the game. Scenarios spanning ancient history, into the future and even mythical. There really is something to suit everyone.

AGE OF NAPOLEON. 1798 – 1818 AD. The French or the English are the best to play as here. New units include Napoleon (of course), Lord Nelson and Wellington.



The Union Jack On this ship means that Lord Nelson is on board. Take good care!



We found Napoleon right at the start of the conflict. Now the French cannot win!

AMERICAN CIVIL WAR. 1861 AD. The Federals versus the Confederates. For a greater challenge, try playing as the Kentuckians. New units include Robert E. Lee.



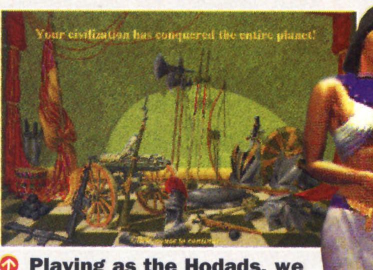




Lots of new units in this scenario. Pictured include the new Ironclad, New look Engineers, and the River Fort.

THE GREAT WAR. 1914 AD. World War One. Wilhelm II trys to conquer Europe. Nearly everyone trys to stop him. New units include the Zeppelin and Poison Gas.

WORLD WAR: 1979. Iranian fanatics invade the U.S. Embassy, taking hostages. The nuclear powers are in a state of readiness. Avoid disaster or implement it?



Playing as the Hodads, we were able to conquer the Earth in seconds. With a Civ score of 98 percent to boot!

The Hodad forces. Eco Engineers, Starfighters and giant mechanical robots. Cool!

ALEXANDER THE GREAT. 335 – 322 BC. Try to conquer the Greek, Egyptian and Persian Empires. Or try to stop the Macedonians.

JIHAD: THE RISE OF ISLAM. 624 – 756 AD. The Arabs led by Mohammed spread Islam through the Middle East. New units include the Dromon, a fire-spouting ship.

THE CRUSADES. 1096 – 1220 AD. Drive the "infidels" from the Middle East in the name of Christianity. New units include the Knights Templar!

THE MONGOL HORDE. 1209 – 1328 AD. Asia is overrun with wild horsemen. The Mongols try to conquer all in their path. The Japanese now have Ninja units.

AGE OF DISCOVERY. 1492 – 1741 AD. Exploit the newly discovered continents. Of all the scenarios, there is more emphasis on trade here.

WAR FOR INDEPENDENCE. 1776 – 1783 AD. The English colonies of eastern North America break with the British Empire. Discover the true madness of King George.

REVIEWER

***Civilization 2* has kept me occupied since its release earlier this year. Now just as players might be getting slightly bored with it along comes the perfect expansion disk. *Conflicts in Civilization* makes the original game 20 times better. Each of these scenarios offer a great new challenge with their unique new strategies and goals. The historical conflicts are as accurate as possible within the constraints of the *Civilization* format. The real joy here is the 'What If?' possibility of each scenario. Could you plan better than Napoleon? Or defeat the Federals in the American civil war, changing the course of history? The futuristic scenarios are a great addition. The amount of new units in these two games possibly could have warranted a separate release. The only negative point I can make is that all these scenarios are based on conflicts. Hopefully a future disc will have scenarios based around trade and peace. If you already love *Civilization 2*, you won't have to be told to buy this. If you haven't got the original game, go and buy the collectors' box!**

ALEX HUHTALA



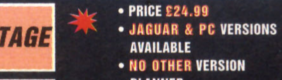
A great game has become even bigger and better. If you love strategy buy it! It's that simple.











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If this one game is reason enough to own a Jaguar, imagine what a perfect conversion could do for an already established machine like... the Saturn!

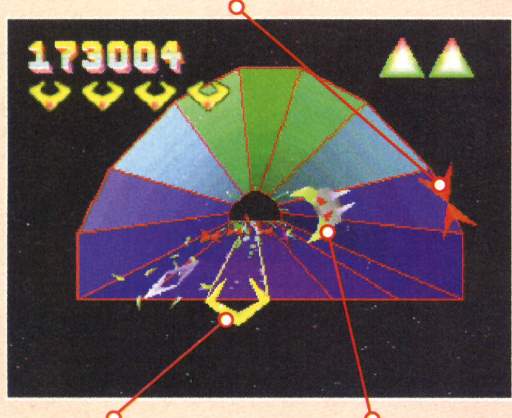
TEMPEST 2000

Last month we showed first pictures of this Saturn conversion of *Tempest 2000*. Now it's ready for review! If your response to that is "So what?" perhaps we'd better re-educate you on what *Tempest 2000* is. A powered-up version of Atari's fantastically unique vintage coin-op, it's the work of veteran gaming legend Jeff Minter, and has been the sole – essential – reason to own an Atari Jaguar. More specifically, it's one of the greatest games ever made ever! What we like to refer to as a gaming staple. And with this conversion comes the chance for a whole new arena of gamers to discover its power. Providing, that is, the conversion makes the grade. So, does it?

PART 1: THE GAMEPLAY!

Tempest 2000's primary strength is its super-charged gameplay. At the heart of it all is a simple shoot 'em up – prevent aliens reaching your end of a 3D tunnel – but as with all great blasters it has amazing depth. The drive to get through all 99 levels proves amazingly addictive. And cracking the last highscore is everything!

The first enemy flippers provide little problem – they can't even hurt you upon reaching the top, providing you don't move when shooting.



Mastering control of the 'Claw' is tricky enough to start. Novices find the left and right steering confusing when upside down.

Later baddies like fuse-balls electrocute you. Pulsars scuttle lethally around the rim. Demon-heads fire off their horns. The tougher they are, the more points they yield.







PART 2: THE GRAPHICS

Arcade *Tempest* is memorable for its super-stylish vector graphics, thrilling displayed in Quadrascan Color (whatever that was). Rather than losing this trademark look, Jeff Minter boosted it with what he called Melt-O-Vision(TM). Explosions of coloured particles and swirling oily effects do indeed melt all over the screen. This look was designed with the Jaguar hardware in mind, so replicating it on Saturn was never going to be easy. The result closely matches the Jag original, but to a fan's eye there's a lot missing. Less particles and drabber vector frames take some of the mesmerising thrill out of the game's look.







PART 3: THE BONUS STAGE

Gaining access to the bonus stages is THE main fix of *Tempest 2000*. Completing each one provides a heart-wrenching chance to skip five levels, but more important is the desire not to leave the level before reaching the chilling 'EXCELLENT' speech at the end. These are the most hypnotic stages ever seen in a video game – at least they were on Jaguar. While still nerve-wracking, the toned-down graphics, duller sound, and tampered pace prevents the same 'sucked-into-your-telly' experience from occurring. And the rewarding speech at the end is wimpier too!

COLLECTING BONUSES

The bonus tubes randomly appear when baddies are shot. Spotting their appearance and intercepting them is essential. The first one releases a rapid fire particle laser, the next gives 2000 points. Then jump ability is provided, an AI droid and finally a warp bonus – the objective of every level.









Clockwise from left, the laser and jump, AI-droid and a warp token!

REVIEWER

I bought a Jaguar (when they were around £100) solely for *Tempest 2000*. Excessive perhaps, but it's an incredible game and one which I never expected to see released on any other format. However, when I saw the preproduction Saturn version last month it looked incredibly promising. Now it's finished though, it still looks only promising. High Voltage have done an admirable job trying to replicate everything, but this is a game that showcased the Jaguar, and on Saturn everything seems diminished. There's less splattery particles and showy effects, the music and sounds are less dynamic, the bonus stages have lost their mesmerising appeal and some of the gameplay is affected – the spikes and fuseballs are annoyingly indestructible. My complaints may seem petty, but any *Tempest 2000* fan will understand how minutely perfect the Jag version is – it's the tiniest details that make the game as phenomenal as it is. Saturn *Tempest 2000* is still a reasonably good game, but Jaguar *Tempest 2000* is video game magic.

TOM GUISE








An flashy addictive blaster. But for twenty five quid more you can pick up a cheap Jaguar and the 'real' Tempest 2000 – the difference is worth it!



What is this *Tempest X*? Surely PlayStation owners want a conversion of the acclaimed Jaguar *Tempest 2000*. Yeh, but why have cotton when you can have silk?

TEMPEST X



On the page to the left you can see *Tempest 2000* on Saturn. And at the bottom of that page you can see the score – three. Not a bad score by any means, but surely disappointing for a game universally acclaimed as one of the best ever. A poor conversion perhaps? Or maybe the game was never meant to appear on anything except Jaguar. After all, it was designed for that console's custom hardware. Any other games machine would have to mimmick what the Jaguar does naturally. Unless, the game was redesigned to make use of the other machine's hardware. Yeh, imagine what *Tempest 2000* would look like if it had been created for the PlayStation. You've imagined *Tempest X*!

MEANWHILE... IN A PARALLEL UNIVERSE!

Tempest 2000's Melt-O-Vision (TM) graphics famously demonstrated the Jaguar's strength at generating multitudes of phosphorescent particles and warpy visuals. Without the same custom hardware, these effects would be difficult to recreate. So High Voltage have made use of different, but equally impressive effects that the PlayStation is good at. Namely, transparency and light-sourcing. Shimmering panels now adorn the walls on each stage, your blaster now fires coloured streamers that illuminate the tunnel, new tracer effects bleed off the edges of things, and the exploding messages now fade on and off. Compare these pictures to the ones on the other page. It's different, but we reckon it's far better suited to the PS and what's more we like it!









The visual effects are more dazzling the ever. The hypnotic brilliance of the original is lost, but it's still thrilling!



Check out the oily shell effect on the Web's walls. That shimmer-effect glistens as you move around. Tastelessly, gratuitously blinding!

ALL-NEW LEVELS

The new look obviously inspired High Voltage to tamper with the game design too. New stages, instantly noticeable to the veteran *Tempest 2000* fan, scatter the game. Fortunately, they haven't just been mindlessly created. Some are bizarrely interesting, reversing the controls by placing you on the outside edge of the rim. One (shaped like a figure-eight) actually curves inside-out. Very disorienting!







New baddies appear too. One splits open to release tons of flippers!

A NEW WEAPON

Collecting bonus tubes is the key to power-ups. With *Tempest X* though, there's an extra power-up to be had even after the Bonus Warp. Continue collecting tubes and you get the Mega-Droid. In other words your AI Droid acquires a rapid-fire laser. You don't get it for long though, because with such power you soon clear the level!



WHAT OF THE SOUND?

Tempest X's music is the same as Saturn *T2000*'s. Remixes that pale in comparison to the Jag originals. However, this is made up for by all-new sound-effects. Some are particularly chilling – such as an egg-cracking noise as two enemies split. It's all pumped up and loud t. One complaint we have of both the Saturn and PS sounds though, is that you can't adjust them mid-game.

REVIEWER

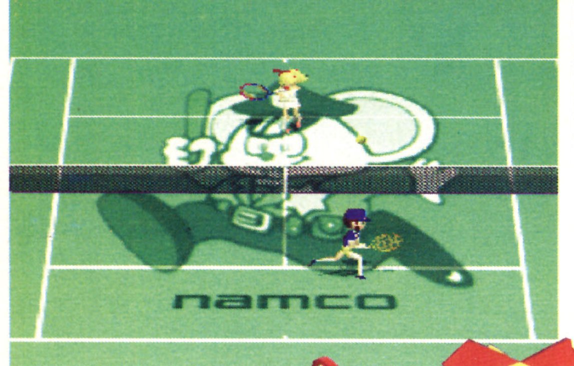
When I first saw pictures of Tempest X I was mortified at the idea of tampering with Jeff Minter's original. The style of Jaguar Tempest 2000 is fantastic! However, upon experiencing TX I couldn't help but be dazzled. The new effects are mind-blowing. Not as stylish, but fresh and better-suited to PlayStation. More importantly, the gameplay is still top-notch. It's fast, brilliantly responsive and totally addicitve. There are a few niggles – sometimes the graphics are too dazzling to see through (*T2000*'s are mad, but always functional). and the remixed music is naffer. Also, the tampering to the bonus stages has left them less hypnotic than before. But then Jaguar *T2000* is perfect, and even with these defects *Tempest X* is a exceptional blaster. It's like a '96 dance remix of on old rave hardcore classic! I want it!

TOM GUISE



While some of the monster new effects are tackier and detract from Tempest 2000's perfection, this definitely isn't a step back. A thrillingly fresh rework of a classic!













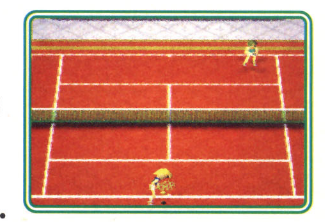
1-4 PLAYERS

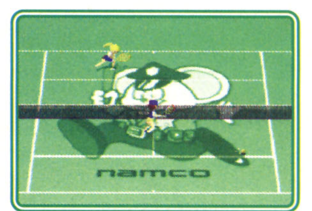
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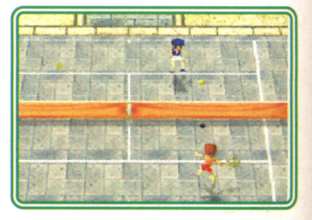
Sports Games are normally endorsed by a celebrity name. But there isn't one here. Except of course the name Namco – surely a sign of gaming quality!

SMASH COURT™

A tennis game from Namco? Coming from the creators of *Rage Racer* and *Tekken 2*, you'd expect it to be an epic tennis confrontation between two muscular tennis warlords with ridiculous hairstyles – each performing volleys that turn the ball into a dragon-shaped fireball of death. All accompanied by bangin' techno tunes. And it would be called Rave Court Tennis! But no. As fans of Super NES *Smash Tennis* know, you couldn't ask for a cuter tennis game. Cue baby-faced cherubs punting the ball about while elevator music tinkles away. Hey these people invented *Pac-Man* and *Mappy* too, you know!

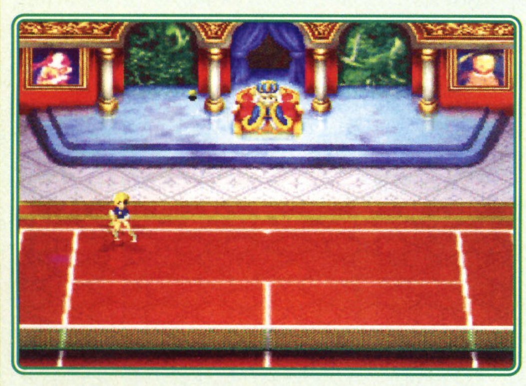


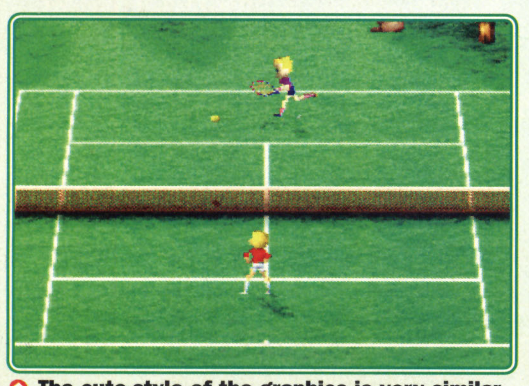




LOOKS SMASHING!

PlayStation *Smash Court* looks very similar to its Super NES counterpart, albeit much more polished. Viewed from the standard pseudo-3D top-down angle first seen in *Super Tennis*, it's very bright and cartoony. Of course, it wouldn't be a PlayStation title if it didn't have a few polygons in it. Surprisingly though, the backdrops are flat, but the characters are 3D-generated. There doesn't seem to be a lot of reason for this, except that they can react to getting hit in various bodily regions – including the nuts, which is accompanied by a comedy tuning fork twang!

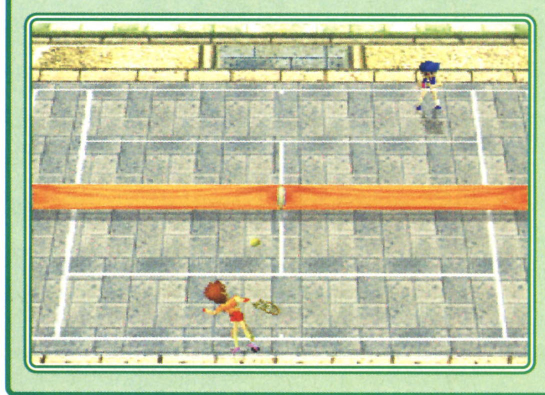


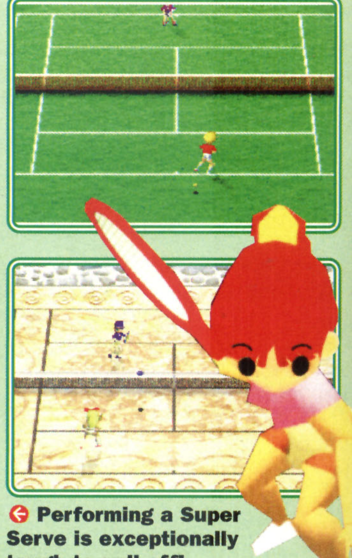


The cute-style of the graphics is very similar to the SNES's. Those people are 3D though!

SWING THAT RACKET!

There are four different types of swing you can execute when whacking the ball in any direction. The Normal Shot fires the ball at standard power and is easy to pull off. The Strong Shot adds more speed. The Lob is good for tucking the ball up into the air when close to the net. However, the Super Shot is the one to master. It's slow to pull off, so you have to time it very carefully. Succeed though and it powers the ball at incredible speed, complete with a trail!





Performing a Super Serve is exceptionally tough to pull off!

MEET THE GANG!

Smash Court surely features the most characters of any Namco game (even *Tekken 2*). There are 24 different players to choose from, or face. Although none seem to have different performance attributes from any other, they all have individual hairstyles, outfits and names. You can face the likes of Carlos, Hideo, Naomi, Nisha or even Boris and Steffi. Although, Boris sports a hairstyle closer to that of Paul Phoenix from *Tekken*.



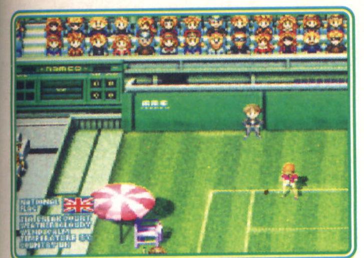
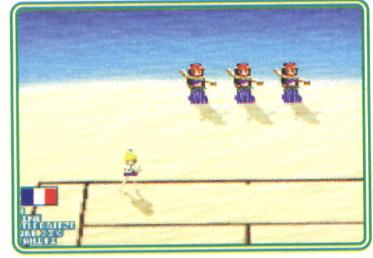
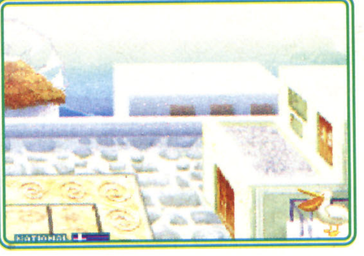




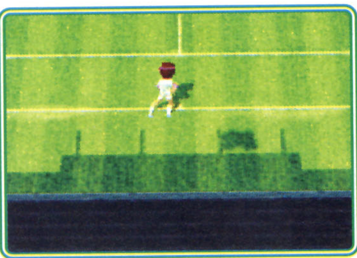
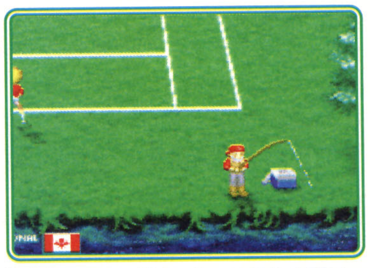




A selection of cutesy Smash Court tennis stars. They feature little details such as being left-or-right handed. That guy on the right has been knocked in the gonads.



This clever collage is supposed to fit together like one big tennis court. Of course, it looks nothing like that. Can you identify Tahiti, a Greek island, a medieval castle, Canada, Thailand, England, USA and France?



COURT IN THE ACT!

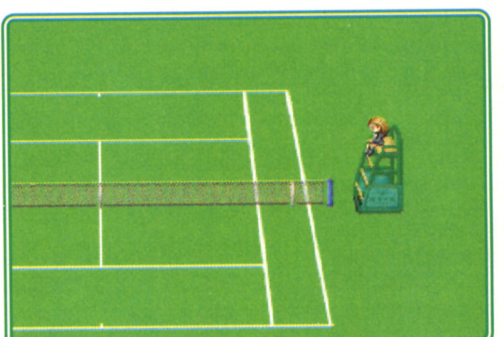
In general, Tennis games (or most sports games for that matter) are renowned for having a lack of background variety. After all, what can you do with a tennis court, eh? Well, quite a lot it would seem, if your name is Senor Namco. *Smash Court Tennis* has ten different tennis courts to play on, each with their own unique look. There are five international Namcourts – Tokyo, USA, France, Australia and England, each resembling their real-life counterparts (England, for example looks a lot like Wimbledon), but with added Namco branding such as Pacman or Mappy on the surface. The other five courts are even more scenic. Set in lovely holiday locations with names like 'I Love Tahiti' and 'Magic Thailand', they even come with hula-hula girls or Royal umpires (on thrones). And there's little comedy touches such as whacking your ball off the cliff into the Aegean sea!

COLLECT THE SET!

The usual Tennis options such as Exhibiton matches, doubles games and of course two-player versus mode are here. However, where you'd expect to find the usual on-going Championship mode, Namco have added something a lot more unique. Collection Mode invites you to play against various opponents and choose a prize should you win. There are tons of bizarre items to collect, such as Pacman umpires, bamboo huts, autumn leaves, swimming pools, the Umpire's cat and pine trees. When you start, you are given your own sparse tennis court – which you can decorate with all the prizes won. You can then edit your court at will, moving stuff about or getting rid of it. And, of course, any time you like, you can have leisurely matches in your own private tennis court!



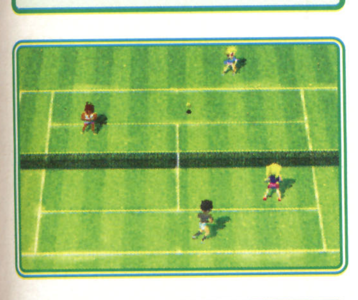
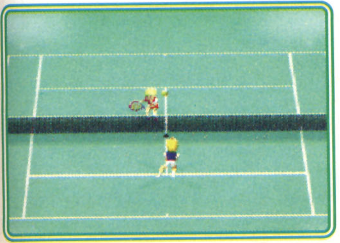
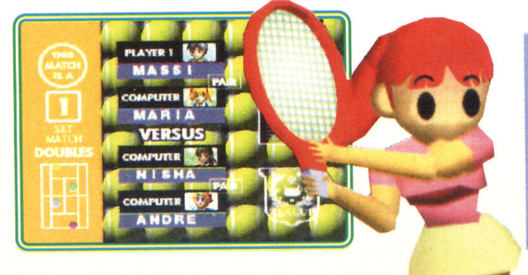
These are the different tournament you can play in. The icons on the left relate to which category you can win prizes in – trees, buildings, equipment etc.



At any time you can go and have a look at your custom court. This is Tom's, it has nothing in it because he's crap!



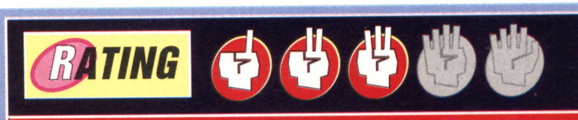
Ah, you've selected the Galaxip tournament. You can choose your prize. Go for the Pac-Man court!

REVIEWER

I've never played the original Super NES *Smash Tennis*, but by all accounts it's quite good. This pseudo-sequel isn't bad either. The graphics aren't really PlayStation quality, but Namco's style still makes it visually pretty cool. It's the gameplay that's weird though. The timing is bizarre and very unforgiving. When you first play you're lucky if you can serve, let alone return the ball! I reckon a lot of people will have trouble getting to grips with it. With practice though, it does prove itself to be an enjoyable tennis game. The Collection Mode is a nice touch too. The likes of *Super Tennis* on SNES and *Pete Sampras* on Mega Drive are far better though. Fun, but there's certainly room for a better PS tennis game than this.

TOM GUISE

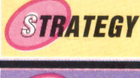


An attractive, entertaining tennis game with some unique new features. But strange timing may make it too frustrating for some people to get into.



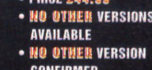












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You don't get many strategy games selling over a million copies worldwide, but Westwood did it with *Command and Conquer*. Can they do it again with the sequel?



What would the Earth be like now if Hitler had never come to power in Germany back in the 1930s? No Nazis. No World War Two. No wonder, then, that shortly after the war a scientist decides to rewrite the history books and travel back in time to 1928, where he discreetly removes Hitler from the space-time continuum before he has a chance to change the world and cause so much suffering.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

With Hitler gone, the future should be a peaceful and idyllic place, but the scientist's meddling has unforeseen consequences. With no common foe to unite against, the forces of East and West are thrown together in a massive armed struggle. The Communist dictator, Josef Stalin, plans to conquer Europe and annexe the whole continent with Russia to form one world-dominating empire. Standing in his way is an allied force made up of the surviving remnants of the European armies, backed up by an American contingent. With so much at stake, this is a bitter and hard-fought war which still rages in the present day, with devastating modern weapons and incredible new technologies.

The Russians have fought their way as far Germany, and Greece is about to fall. As a senior field commander, you could make the difference between desperate defeat and glorious victory.

The only question is, whose side are you on?





GOOD GUYS VS BAD GUYS

At the start of the campaign you get the option of fighting on the side of the Allies – the good guys – or the Russians, who are depicted as baby-eating murderers. The Allied commanders are represented in the FMV clips by two concerned-looking generals and a spunky special operative called Tanya Adams. Meanwhile the Russians are represented by Crazy Joe Stalin, who is apparently knocking off his comely commandantette while overseeing nerve gas tests on women and children. Of course, missions also differ depending on which side you're on. Russian commanders are ruthless, and most of their time is spent mercilessly stamping out opposing forces and executing any who stand in their way. If you join the Allies, you'll find yourself leading rescue missions or working with other forces to secure a common goal. Both sides also use different technology - the Allies rely on more conventional artillery and airpower while the Russians are developing new electrical superweapons. Also, their armies are organised differently. For example, the Russians don't train any field medics, so their soldiers usually end up fighting to the death.





MISSION: A BIT TRICKY

Playing *Red Alert* isn't just a matter of taking on one samey scenario after another. There are over 40 missions to play out, every one with its own unique plot and objectives, and occasionally you can even select one of two possible missions and thus change your route through the game.

Some missions are short sorties, others prolonged battles, but in all of them you have to plan your actions carefully. If you're supposed to be blowing up a series of bridges make sure you don't demolish them in the wrong order and trap yourself on the wrong side of a river. If you find an enemy base, try to neutralise its defences by attacking its power plants first. Then maybe you can capture it to use for your own gain. And if you come across captured personnel, try to rescue them and they will assist you.

By way of demonstration, here's the first Allied mission played out. A small force, including special agent Tanya Adams, has to rescue Professor Albert Einstein from captivity in a Russian base. The base is guarded by Tesla coils, which launch deadly charges of electricity at any enemy force that comes within range. Getting past those is going to need some thought.





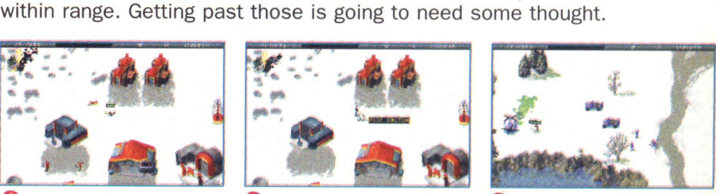
Russian troops rush to defend their base, but they're cut down by the Allied infantry and three Ranger scout cars.



Click and drag to select the whole force and click on their destination. Keep them away from the Tesla coils!



Shooting fuel barrels sets off a massive explosion which destroys a power plant. The Tesla coils are out of action!





Only two guards remain at their posts as Tanya enters the defenceless base. What can they be guarding?



With the guards dead, Einstein emerges from the building. Tanya leads him northwards to the landing zone.

With Russian troops in pursuit, Tanya and Einstein board the Chinook. A naval barrage takes care of the base.



PLAYING BASE

Rather than being simple raids, some missions require you to construct and defend a base of operations, then use that to build a force strong enough to kick the enemy off the map. Every base starts off with a Construction Yard that builds essential structures like an ore refinery and power plant. Once you have these you can move on to more specialised facilities that train troops or build tanks. Everything takes time to construct, though, and if you run out of ore your production line will grind to a halt. This pic shows what a typical Allied base looks like in one of the early missions. As the campaign progresses, extra equipment, such as helipads, submarine pens and high-tech weapon installations become available.

1. Minefield
This barrier of anti-tank mines should weaken any artillery coming across the ridge.

2. Troops
A mix of infantry and rocket troopers, all fighting fit except for one. Get him to a medic.

3. Ore Refinery
Turns ore collected by trucks into credits and fuel for the power plant.

4. Power Plant
Provides the energy to construct machinery and operate your base.

5. Service Depot
Smashed tanks are repaired and minelayers are restocked.

6. War Factory
A specialised manufacturing plant that gives birth to tanks, APCs and other vehicles.

7. Radar Dome
Generates a long-range map that shows enemy installations and troop movements.

8. Construction Yard
Gets your base off the ground by building your power plant and ore refinery.

9. Barracks
Train ordinary people into blood-thirsty infantry, engineers and medics.

10. Gun turret
Place a couple of these at the entrances to your base and watch them hammer enemy artillery.

11. Pillbox
Most effective against troops, so place a couple next to the gun turrets.

12. Minelayer
Can lay up to five mines before it has to go back to the service depot to restock.

13. Heavy Tank
The vehicle best-suited to taking on the Russian heavy armour.

Any territory that your forces haven't explored yet is shrouded in darkness. Use your fastest units to survey the landscape.



Click on the spanner tool then activate it over your wrecked installations to rebuild them before the next attack arrives.

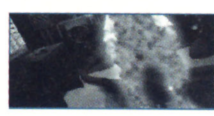
FIGHT AMONGST YOURSELVES

Game options abound on the multiplayer set-up screen.



Exotic weapons become available earlier in this mode.

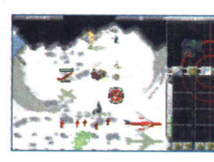
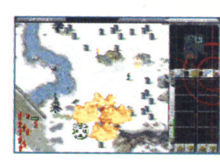
Red Alert has several multi-player modes that let you fight it out with other players over an IPX network, a serial link (a cable or a modem - there's a second CD supplied for your opponent if you want to play this way) or the Internet. The serial and Internet games are for two players, but the IPX game lets up to eight people invade each other's territory, form alliances and just, you know, generally compete for world domination.
The Internet game is only available if you're running Windows 95 and already have an Internet connection. The *Red Alert* CD then installs all the software you need to register your copy of the game and log on to Westwood's game server which has chat rooms and lets you set up battles with whoever else is on-line at the time.





Watch in respectful awe as Hitler is annihilated and history is changed in the intro sequence.



COMMENT

If there's anyone out there who STILL hasn't got into *Command & Conquer* even after the recent console releases and this new PC version, SORT IT OUT! You're missing out on something really special! Not only is *Red Alert* brilliant in 1-player mode, with great FMV scenes getting the plot going, but it's one of the best multi-player games ever! With 2-players it's fantastic, but it gets even better with more – and the internet mode gives nearly everyone the chance to try it out! While it may look like an impossibly complex game, anyone can get into it and with time become a master warmonger! *C&C: Red Alert* is one of the top few games on the PC, and something no-one should miss.

ED LOMAS

REVIEWER

Last year everyone was banging on about how good *Command and Conquer* was but I just never got around to playing it. "Strategy game?" I said, "Nahh..." Now I've seen *Red Alert*, though, I'm of a mind to rummage through the bargain bins to try and find a copy, because if it's anything like this it's got to be a work of lovely genius. The storyline is inspired, and I especially liked the way Westwood differentiated between the two forces – one weak but more thoughtful, the other strong but insanely dangerous. It all adds to the drama. The intrigue and the sinister plots that come to light during the campaign and the problem-solving situations that crop up during the missions themselves are all fascinating, and help place *Red Alert* a long way from those hex-grid snoozathons that used to pass for strategy games. All this, combined with the simple interface, the smart cut-scenes and the breadth of battlezone action make this a game that everyone should try.

PAUL GLANCEY





Away with your outdated prejudices against strategy games! Red Alert is battleground fun at its finest.





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- RELEASED BY - SEGA TEL: 0181 996 4620

From the creators of the classic Mega Drive title *Land Stalker*, comes a massive new role-playing adventure. Try not to make any social plans until Easter!



RPGs are renowned for being totally immersive and usually very big. *Dark Saviour* is no different. However this game is meant to appeal not solely to the RPG fan, as it Includes an arcade style battle system, as well as a large platforming element. And by mixing these different game-styles Climax have transformed *Dark Saviour* into an even bigger adventure than most RPGs! Get ready for puzzles galore, characters a plenty, and a villain named Bilan as we set sail on the good ship *Dark Saviour*.



DO RAY ME

You play Garian a bounty hunter. Having recently captured Bilan – a murderous plant creature – you are now escorting him to Jailers Island. The prison island is home to the Carbon Punishment, a process which freezes its victims. This punishment is what Bilan has been sentenced to. As fate would have it things do not go according to plan. Bilan manages to escape from his cage, and – true to form – murders nearly everybody on the boat. This is before you even reach the island! So, as Garian, it is up to you to recapture this homicidal villain, before things get really out of hand!



This is the 'triffid' like villain named Bilan. Breaking out of his cage in the ship's cargo hold.



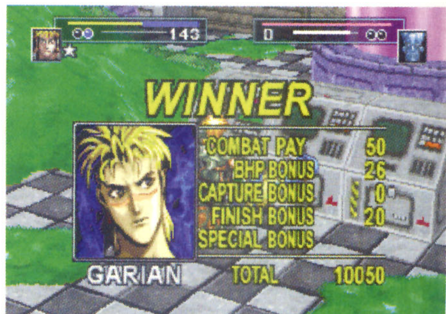
Don warns you of what to expect on the island. Yes, you had better be careful.



Your health is indicated at the top of the screen. As well as your special meter.



Dunbar is a bit of a pushover. Garian meets far stronger opponents later.



At the end of each fight Garian can receive bonus points for specials used.

HEY BLONDIE! YOU STEEENKING PIIIG!

Being on an island full of convicts it's not surprising that Garian is going to get involved in some fisticuffs. When someone wants to have a fight however, Garian holds a certain ace up his sleeve – being a bounty hunter Garian has the ability to capture his opponents. All the different characters who fight, have different abilities and special super power moves. When Garian gets into later fights he can adopt a previously captured opponent's abilities. This can come in very handy if you capture a character who is stronger than Garian. The fights themselves are very different to your usual RPG. In *Dark Saviour* bouts are fought very much in the Street Fighter style: One-on-one, best of three rounds affairs. Each fighter has an energy bar, normal moves, blocking moves and 'Specials'!





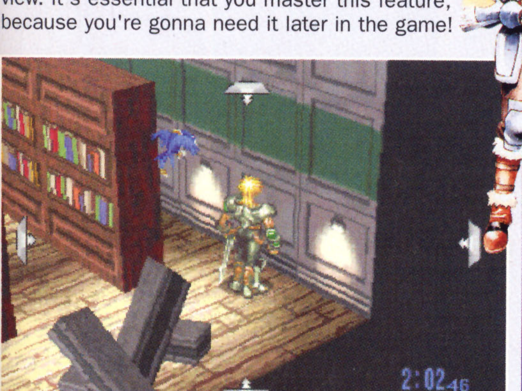


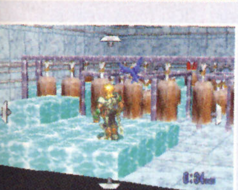




X-RAY SPECS

While most of the game's play field is viewed in an isometric perspective, occasionally you'll wish you could choose another angle. Here Climax have been very clever. The 'Hyperion Perspective' is a device which allows you to twist the angle of view, basically meaning you can look around in almost any direction! This is extremely useful for looking behind objects. Or when Garian is obscured by an object in the foreground, all you need to do is change the perspective. By holding the Left shoulder button and direction pad, you can look around, while the Right shoulder button allows you to scroll the view. It's essential that you master this feature, because you're gonna need it later in the game!

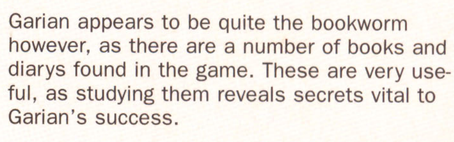


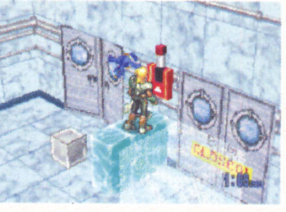



THERE IS NO TRY!

Dark Saviour is part RPG, part platformer. A strange mix that works very well. Most of the game involves searching for objects to help you reach different areas, usually this involves collecting keys to open doors.

Garian appears to be quite the bookworm however, as there are a number of books and diarys found in the game. These are very useful, as studying them reveals secrets vital to Garian's success.








YOU'VE ONLY GOT ONE LIFE TO LIVE!

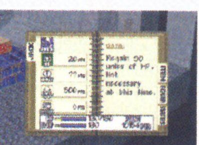
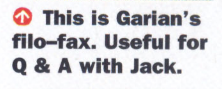
There's only one of Garian. Once he's dead, that's it! Not every mistake will end up as Game Over however. This is because as he progresses through the game he accumulates points. Garian can also pick up extra points on the black market. Red birds will sell him points in exchange for chocolate, magazines and bottles. Sometimes Garian may miss a jump across a platform, which is where the points come in handy. Jack, the bird which accompanies Garian, retrieves him for 20 points. Garian's usually placed back at the entrance to the room he was already in. Of course there are moments when it is permanent Game Over – like a very large fall, or being crushed by a boulder!



Regina (the red bird) sells Garian points for prizes.



Pick up the meat to replace lost energy.

This is Garian's filo-fax. Useful for Q & A with Jack.

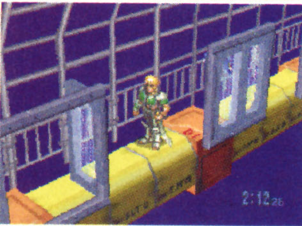
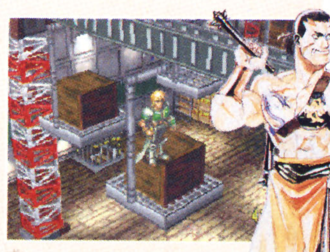


Blackbirds are spys who can save your position.



I'VE GOT THE FUNNIEST FEELING!

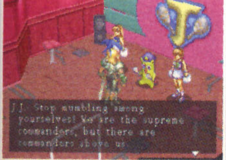
The opening scenario of escaping from the damaged boat is, in many ways, the most important part of the game – although you probably won't realise this at first. This is because the game employs a parallel storyline, meaning you can get five different adventures based around the same plot. The damaged ship is integral to this device, depending on what you do here will affect what happens on Jailers Island. Although the different parallels may employ some of the same levels, you are guaranteed a different adventure. There are even extra locations, different characters and very differing storylines. There are five possible outcomes of the ship scenario, once you get to Jailers Island the paths widen further. This means the game has a great replay value, especially as there are over 100 different endings!

Depending on whether Bilan or Garian get to the Captain's room first, the path of the adventure will split. You may arrive at the Captain's room just after Bilan, both characters will fight. Or, you may arrive later finding Bilan has already left the ship.



YOU TALKING TO ME?




Talking to somebody is another vital strategy for finding clues. Also keep a lookout for certain discarded items around the levels – namely chocolate bars! A lot of the inmates on the island have very sweet tooths, and will only help you out if you part with your sweet bounty.

REVIEWER

***Dark Saviour* is a game whose charms really do creep up on you. At first the game may seem very basic, and quite slow with all of the talking you have to do. Then without warning, your hooked. You want to talk to everybody. You want to visit everywhere. The storyline gets really interesting, and the twists and turns of the plot really make you pay attention. The real discovery to its greatness comes when you complete the first parallel. Here you really discover the size of the game. If you weren't already hooked, you will be! The Hyperion Perspective, although a little, glitchy is technically very impressive. More importantly, it works. The puzzles if simple to begin with, get progressively harder. If you like your games a little different get this. Just remember to keep the next couple of months free!**

ALEX HUHTALA

RATING







A stunning game, though you may not realise it at first. Stick with it, and you will truly discover its delights.















- PRICE £44.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - ACCLAIM TEL: 0171 344 5000

The maddest basketball game ever is taken to the extreme! Hold onto your brains!



NBA Jam has become known for its ridiculously over-the-top portrayal of basketball, featuring flaming balls, super dunks, pushing and shoving, and high-speed action! The sequel, with power-ups and high scoring hot-spots on the court added some more features, but kept the game basically the same – now we're onto *NBA Jam Extreme*: the first 3D *Jam* game! It's still the same type of game, with 2-on-2 mad basketball, only with more of everything!











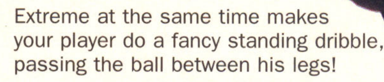


EXTREME CLOSEUP!

The other *NBA Jam* games all use three buttons – Shoot/Block, Pass/Steal and Turbo. *NBA Jam Extreme* adds another, cleverly named the "Extreme" button. It works in pretty much the same way as the Turbo button, only with even more over-the-top effects!



When the Extreme button is held, players run extra-fast, with flames coming off their feet!



Pressing the Extreme and Steal buttons together makes the player attempt a diving tackle!

HERE COME 100 NEW CHALLENGERS!

The first home *NBA Jam* game featured seven secret characters, made up of various programmers. *NBA Jam: TE* added loads more, but *Extreme* features over 100! These range from programmers, through celebrities, to invisible players! There are also plenty of excellent cheats (around 30) which let you change aspects of the game – a big, floaty beach ball; enormous heads; plus loads more!





The Happy team includes players such as Mr Happy and Dufus the Clown.

The Invisible team players look like floating clothes!



SHOW OFF!

There are a few little hidden tricks which can be done during the game to make you look really flash! For example, pressing Pass + Turbo + Extreme at the same time makes your player do a fancy standing dribble, passing the ball between his legs!



When running, you can double-tap either the Turbo or Extreme button dribble the ball behind your back or through your legs!

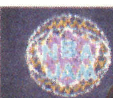














WOT WUN'S BETTERER VEN?

NBA Jam Extreme is being released on the Saturn and PlayStation – the PS version is very similar to the arcade original, while the Saturn version suffers slightly with grainy translucency and slightly blockier graphics. As usual, they both play exactly the same.



The PlayStation game has translucent backboards and is nice and smooth.




The Saturn version is a bit blockier and jerkier, but plays just the same.






Before each game starts, you get the option of having an enormous head! Gadzoinks!

SSSSSSSSSSMOKIN'

In previous *NBA Jam* games, scoring three dunks in a row would set your player "On Fire!". In *Extreme*, players become "Smokin'", and get covered in flames as well as having infinite Turbo power for a while! You can also become Smokin' by blocking three shots in a row, and by powering-up both ways you become "Ultimate!".






Becoming "Smokin'" makes you near enough unbeatable for a while. You can't get in trouble for goal tending, and it's really easy to score!

BOOMSHAKALAKALAKA!

Some of the 30+ new dunks in *NBA Jam Extreme* are completely ridiculous! For example, one has the player flying straight up the screen, then nose-diving into the basket! With the new 3D graphics engine, the view can zoom out to make everything look even more extreme!



Here, the view zooms out to keep the flying player on the screen! The net bends right down until it's nearly touching the floor!



After a good dunk, your player will occasionally do a little dance for you!



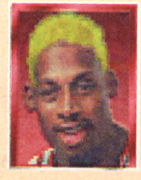
MARV'S IN THE HOUSE!

"It's me, up in the air!"

The old voice of *NBA Jam* has gone, only to be replaced with "real" NBA commentator – Marv Albert! He's also done the commentary for a few other video games, including Sega's *NHL All-Stars* and *NBA Action* on the Saturn. As an added bonus, Marv is included in one of the secret celebrity teams in *NBA Jam Extreme*, so you can now play as everyone's cheerful hero!





By switching through all of the Chicago Bulls players, Dennis Rodman's hair will change colour each time! Just like the real thing!

REVIEWER

I enjoy the *NBA Jam* games, though I wasn't all that keen on the new features of the last one – *NBA Jam: Tournament Edition*. I get the original version out every now and then for 4-player games, *but that's just been replaced with Extreme*! Everything that was fun about the old games has been enhanced here: bigger heads, more characters, faster gameplay, more over-the-top dunks, more stupid quotes, and some good 3D graphics. It's lots of fun in multi-player mode, and with a memory card you can save your records from each game, giving you something to work on. It's more of a fun party game which will be played a few times a week than something you'll play non-stop – but if you're likely to get multi-player games going regularly, it's well worth getting.

ED LOMAS

RATING








A great upgrade of the NBA Jam series, and a lot of fun in multi-player mode. It's not so hot with only one person, however. Get some friends.



PlayStation

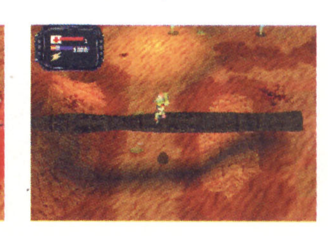
GORE 'EM UP | BY GREMLIN
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- ARCADE VERSION AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
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Blood, blood glorious blood. Nothing quite like it for selling a game. So come play Reloaded, you'll be blood soak-ed, just don't forget to bring some nice soap.

RE LOADED

Loaded was a big hit of last year. So not surprisingly here comes the inevitable sequel. Rather than just 'tweak' the original, Gremlin have redesigned the whole game. Gone is F.U.B the Fat Ugly Boy of the prequel. In his place is C.H.E.B – Charming Handsome Erudite B***d! The story goes that F.U.B's brain pod managed to escape before his defeat. This brain pod has been undergoing it's very own star trek, looking for a new host body. Eventually the pod finds a host, on a desolate planet populated by artists and hippies. Now in the body of a former artist, C.H.E.B is born. Yes, he wants world domination. Who wouldn't?**







WE ARE FAMILY

In the original Loaded the lunatics were taking over the asylum. They eventually broke free, although not all of them made the journey to the sequel. All the old characters have undergone a bit of a facelift, courtesy of 2000AD artist Jason Brashill. Sadly missing is Vox, the very voluptuous babe from the first game. Apparently she has started a career in glamour photography. There are two new characters to make amends for her departure.











NAME THE CONSUMER
CRIME CANNIBALISM
SPEED MEDIUM
WEAPON HOT LIPS
SPECIAL OH-BEESE

LEFT/RIGHT SELECTS ✕ CONFIRMS △ EXIT

MAMMA
That big baby has now got a bunny costume. He may be slow but he is powerful. Watch-out for that 'seismic tantrum'.

BOUNCA
He's gone more rockabilly this time. Imprisoned for mindless swedging. Weapons include 'trime', and the 'twist & shout'.

BUTCH
He's abandoned his dress and gone 'Baywatch'. Weapons include the 'gender defender', and the oddly titled 'flaming ring'!

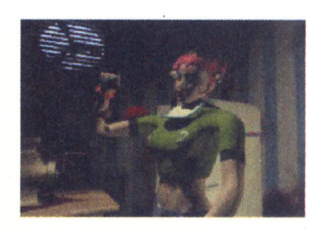
CAP N HANDS
Nothing much has changed for this guy. Though he moves pretty fast. Cap n uses 'Retro ballistas' and the 'blood bath'.

SISTER MAGPIE
New character. Her almighty weapon is the 'superior mutha'. When she makes her collections, you just better give generously!

THE CONSUMER
New character. With a name like that her crime can only be cannibalism. Her weapons are her 'hot lips' and the dreaded 'oh-beese'.

WE WANNA BE FREE

They don't really want to be 'free' they want to be three, or 3D to be more precise. Rendered as well, and in full FMV glory. They can't be like this in the game. Compromises have to be made, but in the intro sequence the 6 characters can be all that they want! You too can marvel in their magical make over. These sequences may be short, but they sure are special.

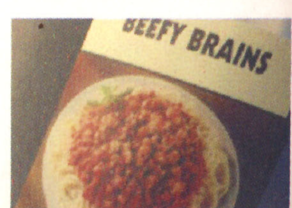










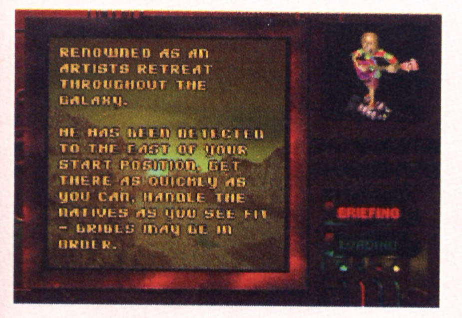


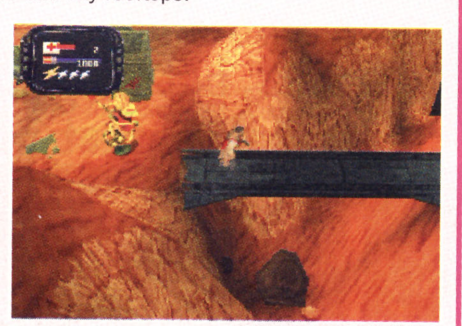
RELOADED

REVIEW

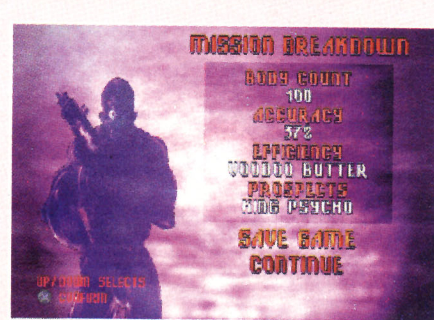
TURN THE BEAT AROUND

Loaded was criticised for being more than a bit repetitive. All you had to do was collect various coloured keys on each level. The keys collected in order would allow you to reach other areas within the maze-like level, until you reached the exit. Gremlin have put their thinking caps on, and changed the game play – to a certain extent. Now each mission (they're no longer levels) has you collecting different objects. Yes it's still a little similar, but where the original *Loaded* all took place in the asylum, *Reloaded*'s missions are all over the place, taking in such exotic locations as the hippy planet, military installations and city rooftops.









The first mission involves collecting green maggots for a hippy. Collect enough and he will build you a bridge to the next level. If his guitar annoys you, shoot him!













Shoot, kill, maim, destroy, pillage, explode, torture, mow down like a stinking pig, toast, burn, flambe, frappe, souffle!

I KNOW NOW WHY YOU CRY

Another major change is the opportunity to befriend the enemy. Yes, you heard right. Gremlin apparently had a change of heart while creating the game, deciding that mindless killing was, well mindless. So now if you pay attention to the enemy before killing them, you might just hear their cries for help. Upon finding such softies you can now chat to them. Some will talk tripe, so don't pack away your weapon too quickly. Others reveal clues on how to complete the level. So now Reloaded contains an all important lesson. Who said video games don't teach you anything?











REVIEWER

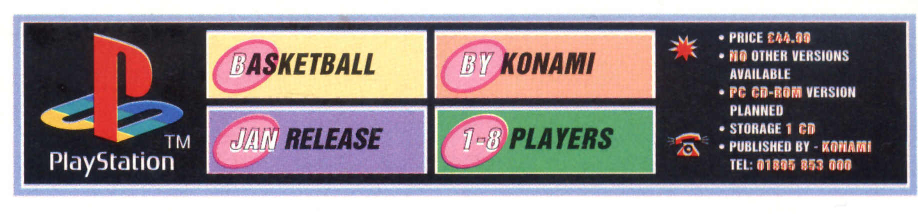
I wasn't a huge fan of the original *Loaded.* Yes the graphics looked nice at the time, but the game play was just too boring. Gremlin have to be congratulated for trying to reinvent the game. Unfortunately not all is rosie. The clarity and animation of the main characters is appalling, no excuses. If the game play was great, admittedly this wouldn't matter. It isn't great however, and is surprisingly similar to the original. In many ways worse. All I can think of when playing the game is "it's not finished yet". Possibly the game was rushed to reach the shops in time for Christmas? Even the Pop Will Eat Itself tunes of the original are gone, and the new tracks don't really create much excitement. This could have been, should have been, much, much better. I'm sorry Gremlin but you've let a lot of people down.

ALEX HUHTALA



May please the psycho fans of the original, but there's nothing new here to appeal to everybody else. Just like the original it's too laborious.





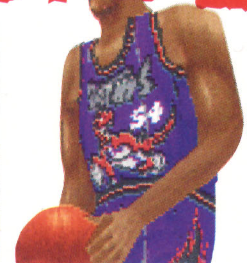
The reigning King of the basketball sims is back. Only this time it's better: Improved graphics, better gameplay and amazing presentation features!

NBA IN THE ZONE 2

The PlayStation has seen more than its fair share of basketball games already, and over the next few months that number is going to double! The reigning champ on Sony's console has to be *NBA: In the Zone*. Sure *Total NBA* looked gorgeous, but those who know their sims favoured Konami's earlier effort. Now, as with all good sports sims, comes the update – the imaginatively titled *NBA In the Zone 2*! Much has changed, especially the graphics. With a host of major new features it looks like Konami could still be the Champions – for another couple of months at least.



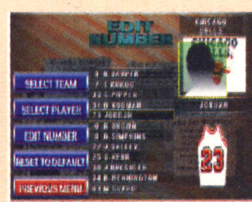




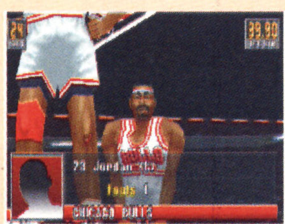
ITS ALIVE !!!

In the Zone 2 allows you to be just like Dr. Frankenstein and create new life! Well to be more precise new players. You get to choose the basic shape of the new player. So, do you go for major height to create an excellent centre man? Or perhaps go for a smaller model which should produce a better dribbler. The choice is yours. You can then give your creation a name, as well as assign him a shirt number.





Our Jordan creation looks more like Dr. J!!!







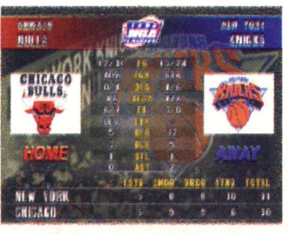




WHAT NO DREAM TEAM!

Only the official NBA teams are included in the game. Unfortunately there are no special teams. No all–star teams, and definitely no dream team. Never fear, for the player trade is here. Just trade whatever players you like into your favourite team and voila, your own dream team. Also for other legal reasons, some of the bigger players in the game are not accounted for. Namely Michael Jordan and Shaquille O'Neal. If you can't live without these players simply go to 'Create', pick a shape, and assign them the correct number. Great.





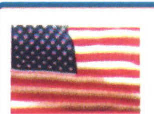


All teams have homecourts. Complete with fancy logos.



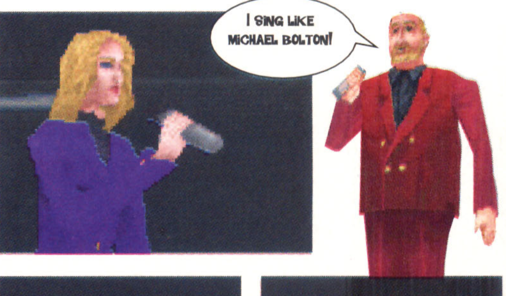
The Knicks celebrate a last second victory. In your face!!!

GOD BLESS AMERICA





By far the most original feature of *ITZ 2* is the option to view the national anthems being sung. We know anthems have been included in games before, but believe us they've never been this entertaining. At the start of the game a performer walks onto the court, takes to the microphone, then belts their lungs out. The 'Star Spangled Banner' whips the audience up into a frenzy!





At the end of the song the crowd cheer wildly and then its game on! There are three different singers one large male, and two female.



The camera sweeps around as the performer goes through the motions. In the background players stand with their heads bowed, the more rebellious players don't!







ALLEY-OOP AND FADE AWAY

The variety of moves and plays in *ITZ2* are really impressive. The three main buttons you use are pass, shoot and action. The action button allows you to perform advanced techniques, depending on what position your player is in. Spin moves, fake passes, power drives to the basket all are at your disposal, as well as many more. You can also call players to screen for you, or to change formation. In defence you can opt for a full court press or to Double Team the opposition's star players.





Tony Kukoc's name is even pronounced correctly by the announcer. Unlike *NBA Jam Extreme*.



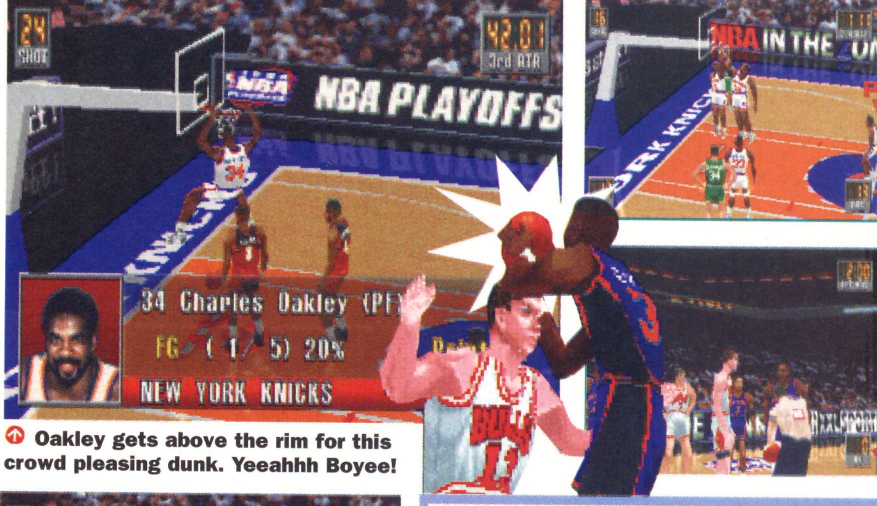
Ewing fakes the defence. He Twists. Shoots. Misses!



Johnson is calling a screen to fake the defence.



An amazing powerslam. I luurrrvvee this stuff!



Oakley gets above the rim for this crowd pleasing dunk. Yeeahhh Boyee!

LOOK IT'S WOSSISS NAME

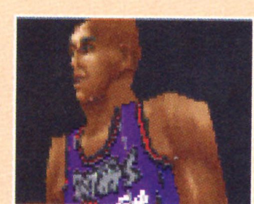
The biggest improvement for *ITZ2* over its predecessor has to be the graphics. The programmers seem to have gone for the jugular of those Total NBA guys, as they've stolen alot of their tricks. As in *Total*, *ITZ2* now features reflections of the players on the polished surface of the court. But the best feature about these graphics are the way these virtual players look like so close to their real-life counterparts. Yep, these players have textured faces. Although some look more like Picasso paintings than humans.















REVIEWER

Basketball games are often criticised for being great to look at, but a little boring to play. The trouble being the nature of the game itself – admittedly it is repetitive. If you're a fan this criticism doesn't mean diddly, and with *In The Zone 2* you're going to find yourself in seventh heaven. This game goes for realism, and to a certain degree does pull it off. The wealth of moves and plays is the most comprehensive I've ever seen. That fact alone should make you realise the potential of this game. The only criticism I have is that at times you don't quite feel in control of the players. For example a player who you want to pass will suddenly try a three pointer – usually missing! However if you stick with the game this problem becomes less apparent. Hats off to Konami, as they've improved on the already great original. If you love basketball, get this.

ALEX HUHTALA









A great game of basketball with bags of American patriotism thrown in. Guaranteed to please the pants off the serious basketball fan.









1-2 PLAYERS



- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - PHILIPS TEL: 0171 374 2766

Go go go Kart Racer. The first go-cart sim for the PlayStation arrives, and what's more it has got a very morbid license.



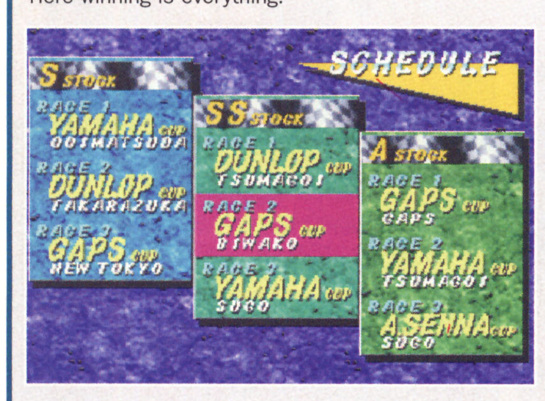
So why get a license from beyond the grave? That's what everyone is gonna be asking right? We spoke to the great man himself through a psychic friend (well actually the instruction manual), and here's what he had to say. "For kids, go-cart racing is the best teacher in their life. It's a safe, healthy, genuine sport that helps them cultivate their pioneering spirit. I believe these young go-cart racers will grow up to be future Formula One champs." We're convinced. Let's go-cart!

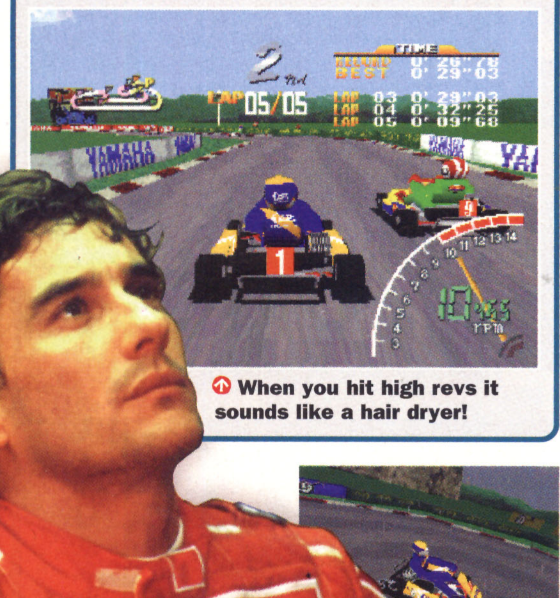




BEEN THERE, DONE THAT!

So why should you want another racing game? You've mastered your *Formula 1*, *Rally*-ed yourself to death. You've even tried *4X4* and *Micro Machines*! What's next? The challenge that is go-cart. Go-carting is a different kind of racer altogether. It's a lot more basic. There are no high performance turbo-charged mothers on offer here. Instead everyone is driving the same class of kart, and the result of the race relies on pure driving skill! To qualify for the next race you must finish first. Nothing less will do. Here winning is everything!





When you hit high revs it sounds like a hair dryer!

PREPARE TO QUALIFY!

Before each race you must complete a qualifying lap. The time of this lap will determine your place on the starting grid. Don't fret even if you place twelfth. It's still very easy to be in the lead before the first bend! There are three classes of kart to compete in. Each class is divided into three separate races on increasingly difficult circuits. Move up a class and you'll be driving a more powerful kart, and facing fiercer opponents.



This is where you're racing. Make a quick note of the weather.



Choose your tyres. Wet or dry. Hmmm, let me think for a while.



Now pick yourself a ride. This yellow one is the best all-rounder.

Only twelfth on the starting grid. Better be quicker next time!



The red arrow indicates a difficult corner. Looks like a hair-pin!



Still on the first lap and already in sixth place. This race is ours!

WATCH YOUR BEHIND!

That's the annoying cry the in-game announcer says as someone is approaching your rear. There's an over-your-shoulder perspective to view what's happening behind, useful for blocking other drivers. There are also four other perspectives to choose from. The most impressive for conveying speed is the driver's perspective, where all you can see is the road. The other three all have the kart visible, with slight variations to allow different views of the track.



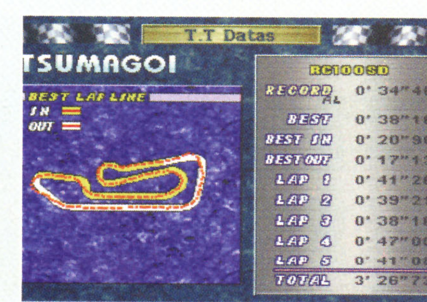
Rear view! Red number two is creeping up on you. Brake into his rear to make him leave you alone.

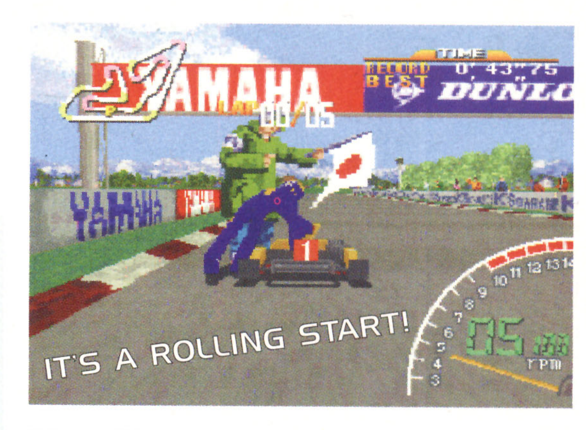




BABY STEPS INTO THE KART

For the complete go-cart beginner Sunsoft have included a practice mode. They even recommend you try karting for real! The reason for this being the kart movements are based on real kart data, and the courses you race on are real go-kart circuits. In the beginner's mode you're racing against the clock, just like the time trial. Here however you cannot crash the kart. Also on offer are proper time trials where you can select the course and kart you desire, and best of all a two-player race option. You need to link-up for this though.






The blue arrow indicates an easy corner.


You can even pick the colour of your kart!


This is the view from the bonnet. It's fast.

AYRTON SENNA MEMORIAL



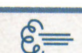


Included in the game is this memorial to Ayrton Senna. Here you can view photos from Senna's private collection. A nice tribute to one of the greatest racing drivers. Also included are the complete statistics of his Formula 1 career. Here you can see how amazing he really was.

There's Ayrton and another of his crashed cars. Tsk Tsk!



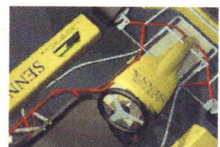
TELL ME NO SECRETS



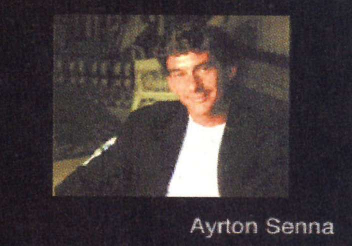

Finish all nine courses in first position and you are whisked away to an extra special circuit. A one-on-one race against Ayrton Senna on his own private course. This race consists of five laps and you have to be a real expert to win here. If you do, another secret is revealed. Two words: Hyper Power!

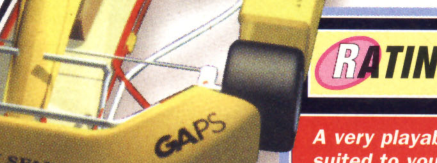


This is Ayrton's private course. It's scary racing against the ghost rider.



REVIEWER

This game came as a real surprise. Yes it's not the prettiest racer to look at, and it is very basic. At its core however is a real blood and guts karting sim. One which is extremely playable. This isn't the most challenging game in the world however. If it was it would have scored higher. Younger players will find the learning curve just right, while expert players are advised to stay away. If you're fed up with flashy racing games with turbo boosts and weapons, and instead want to try something a little bit more down to Earth. Here's your game.

ALEX HUHTALA

RATING

A very playable go-carting game that is perfectly suited to younger racing fans.

REVIEW







KILLER INSTINCT GOLD





OUT NOW (US)



- PRICE £IMPORT
- NO OTHER VERSION PLANNED
- ARCADE VERSION AVAILABLE
- FORMAT: 96 MEG CART
- PUBLISHED BY: NINTENDO
- TEL: IMPORTERS

The first part of this review needs only to say that all *Killer Instinct 2* arcade fans should buy *Killer Instinct Gold* straight away. With everything from the arcade game (except for quite a lot of animation frames) plus lots more, it's essential to those who already like *KI*. My favourite feature of SNES *Killer Instinct* was the training mode, and *KI Gold* has some of the best training features yet – even rewarding those who master it with new costumes. As a fighting game, *KI Gold* doesn't flow very well at all – each fight is a series of attempted enormous combos, breaking the whole thing up. Standard moves, and even fireballs are very rarely needed, meaning that it takes quite a bit of practice before you can do a decent combo in a fight. The main character graphics aren't too hot – missing animation from the arcade, with the Nintendo 64's strange fuzzy anti-aliasing effect making the fighters look a bit rough when the view zooms in close, but the 3D backgrounds are excellent – a lot better than the arcade version. Overall, *Killer Instinct Gold* certainly isn't a game for anyone less than a big fighting game fan, and a fighting game fan with patience at that.

ED LOMAS



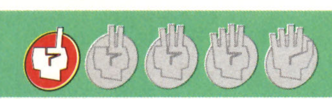




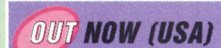








CRUIS'N USA



OUT NOW (USA)



1-2 PLAYERS

- PRICE £IMPORT
- NO OTHER VERSION PLANNED
- ARCADE VERSION AVAILABLE
- FORMAT: CARTRIDGE
- PUBLISHED BY: NOA
- TEL: N/A

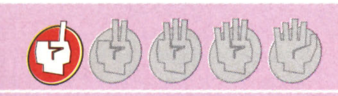
With our PlayStation half-melted after exhaustive *Rage Racer* sessions, *Cruis'n USA* has a lot to prove. And it has proved that a great machine is capable of supporting poor software. From beginning to end, in almost every respect *Cruis'n USA* is a mistake for N64. The only redeeming feature is that it closely resembles the look and gameplay of the arcade machine – which isn't great. *Cruis'n* comes across as a poorly revised version of the classic *Outrun*, minus the great tunes and thrills. I haven't heard music as bad as this... anywhere! And it's hard staying awake through the 14 tedious stretches of US highway. It is so boring. Control with the analogue stick is good. The two-player mode isn't bad. But no-one here finds *Cruis'n* fun at all.

PAUL DAVIES



Mad-cap driving laffs. Without the laffs. But with hideous music! Don't ruin your N64 with it!





DOOM

DOOM GAME!









- PRICE £44.99
- NINTENDO 64 VERSION PLANNED
- LOADS OF VERSIONS AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: GT INTERACTIVE
- TEL: 0171 258 3791

Doom is one of the best games ever, and one which revolutionised computer gaming. The Saturn version, however, stinks. The biggest problem is that the frame rate is ridiculously low – almost entirely locking up at times, making the game slow, jerky, and nearly impossible to play. Also, this is a translation of the PS version, meaning that the Saturn is attempting to do the fancy coloured lighting and translucency effects, which it does terribly – blocky meshes which slow the "action" down even more. And to prove that this is a basic port of the PS game, just try using the PS passwords – they all work! Even more annoying is the way the game was rushed out before Christmas, with high-resolution PC *Doom* screen shots on the packaging! There's NO excuse! One of the greatest games of all time has been destroyed, and everyone involved with this version should be shot.

ED LOMAS







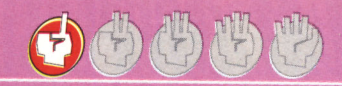


It doesn't look *that* bad here, but just wait until you try to play it! It's sacrilege!

MINI REVIEWS





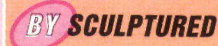


WWF IN YOUR HOUSE

WWF In Your House is based on the *WWF Wrestlemania* coin-op which was released last year. Somehow, the graphics have gone drastically downhill from the original PS version, and the fighters look as though they've been digitised from a poor quality video – they're all fuzzy and jerky. The backgrounds are now more varied, as each wrestler has their own arena, but they all look rubbish as well, with comedy digitised spectators to add to the mess. There are now power-ups in the ring, and there are a few new fighters (including the Ultimate Warrior!) but the overall game is a lot less impressive than the first, and doesn't have the novelty of being a Midway coin-op conversion. Unfortunately, even though it's funny, it stinks.
ED LOMAS

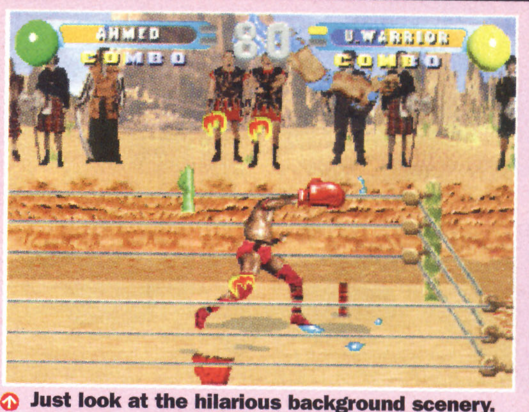


JAN RELEASE





- PRICE £44.99
- SATURN & PC VERSION PLANNED
- PREQUEL VERSIONS AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: ACCLAIM
- TEL: 0171 344 5000



Just look at the hilarious background scenery. Ha ha. Unfortunately, playing the game isn't funny.

PC CD ROM



SLAM TILT

Pinball games really are a mixed bunch. They are usually bad or worse. Occasionally, you'll find a nice one. *Slam Tilt* falls into the latter category. It's pretty good. Four tables are on offer. Mean Machines – a car-based table. The Pirate – based around pirates, doh. Ace of Space – science fiction related adventures, and Night of the Demon – a horror themed table. Only one of these tables is too easy, with the Pirate being the most fun. The logic of the pinball itself is very good. Bouncing off bumpers at the right angles and speed. Four tables might not seem a lot, especially with titles like *Pinball Constructors Kit* doing the rounds. But these tables are fairly imaginative, and accurately convey the quality of the modern pinball table. This means you get all those fancy little dot–matrix displayed sub-games. One final point, the metallic clang the ball makes is really excellent. If you like pinball, you'll enjoy this. **ALEX HUHTALA**









- PRICE £29.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: 21ST CENTURY
- TEL: 01235 851 852









IRON AND BLOOD

The title is quite a mouthful – Advanced Dungeons & Dragons: Iron & Blood – Warriors of Ravenloft. It's also a decent 'lesser' beat 'em up. Lesser meaning there are a lot of better fighters on the market. It's the old story of good versus evil. Or here order versus chaos. What Iron & Blood does offer is a game full of differences. The presentation throughout is clever, eg. your fighter's life force is represented by a burning flame. There are 16 fighters to chose from. Being a D&D game, there are guys with big swords, goblins and dwarves to choose from. What is neat is the ability to improve your fighter through experience, and the gaining of artifacts. These artifacts improve your character's magical powers, giving the game a little RPG appeal. This game may look unappealing at first, but give it time and there is some fun to be had. Not the best beat 'em up around, but not bad either. **ALEX HUHTALA**

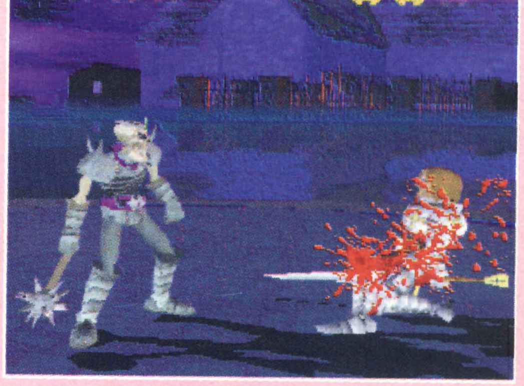








- PRICE £44.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: ACCLAIM
- TEL: 0171 344 5000



Ooh, look at that. Blood spurting out of the cracks in his armour. Very nice.





VICTORY BOXING 97

Victory Boxing was released a year ago on Saturn, and was praised for being one of the best boxing games yet – slow to begin with, but fun and tactical with a bit of play. The PlayStation version has improved graphics, with shaded and textured players, as well a few other new features. You now get to create a gym in which you can save eight of your home-made fighters (each gym takes up one card slot), and you have a promoter to organise fights for you. The control system doesn't work quite as well on the PlayStation pad as it did on the Saturn, but the improved speed and new features (including being able to take your boxer to a friend's house for a fight) make it better overall. The best boxing game around, and a lot of fun.
ED LOMAS

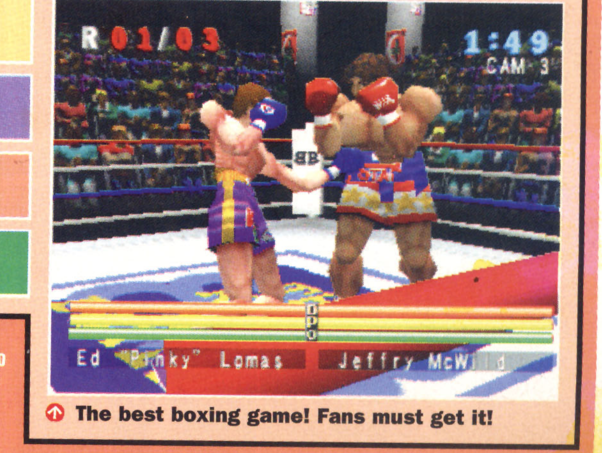








- PRICE £44.99
- NO OTHER VERSION PLANNED
- SATURN VERSION AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY: JVC
- TEL: 0171 240 3121



The best boxing game! Fans must get it!





BECOME *VIRTUAL-ON* POSITIVE...
WITH THIS GUIDE TO VIRTUAROID MASTERY!

It scored a High Five last month. If that's not enough to make you want this game, perhaps the survival of your home planet might influence you.

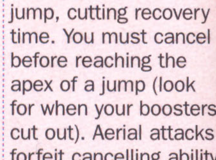
Contrary to what you may think, *Virtual On* is not a game. We thought it was about time you knew – it's a test. The DN organisation on Earth has discovered an advanced ancient technology and used it to construct the Virtuaroid (VR) cyber troopers. However, these robots can only be effectively controlled by people who are Virtual On Positive. To locate such people, DN has made the video game *Virtual On*. Unknown to them, players are hooked up to the real VRs on the moon! However, the central computer at the VR factory has become conscious and targeted the most destructive weapon ever made – the Sun Cannon – at Earth! Quick to react, DN have ordered the destruction of the moonbase. Their satellite link-up activated, VO+ players are now unwitting volunteers in this desperate conflict. The world is in peril. Read this guide. Become Virtual On Positive. Save Earth!

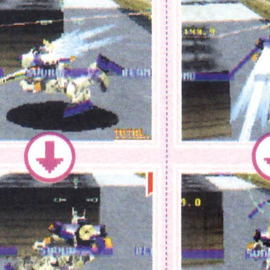
BE POSITIVE!
On the next six pages, you'll find data on the handling of each Virtuaroid. Read it carefully to best select the VR for you. First though, you may need to know these simple techniques in your quest to become VO+...

ATTACK AWARENESS
Be aware that different behaviour affects your weapon. Whether you are standing, crouching, walking or dashing in different directions, can make the difference to its effectiveness, as shown by the side and forward fireballs below.

DASH CANCELLING
Dashing finishes with a moment of vulnerable recovery time. Avoid this by dash-cancelling – hitting DASH and pushing in the opposite direction. Note though, if you use a weapon during a dash, you cannot dash cancel.

JUMP CANCELLING
Hitting guard cancels a jump, cutting recovery time. You must cancel before reaching the apex of a jump (look for when your boosters cut out). Aerial attacks forfeit cancelling ability, (although Bal-Bas lands quicker if he shoots instead of cancelling.



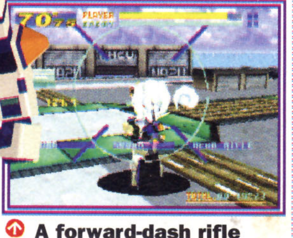


CROUCHING
Not a common move, but can be useful. Hitting GUARD and an attack drops your VR to their knees. Sometimes useful for avoiding a close-combat attack.

TEMJIN

Not a heavily-armoured virtuaroid, but one with good mobility and powerful weaponry. Temjin isn't at his best in the air. However, he's deadly close-up, with the ability to slide into close-combat from a staggering range.

BEAM RIFLE
An effective harassment weapon when used standing, walking or crouching. Side dashing fires four weak shots, but if they connect they floor your foe. Forward dashing produces two faster, more powerful shots. Temjin's rifle shots can be accurately timed even when dashing. However, beware of a long recovery time following a dash. When getting up, side dash for a more powerful shot than normal.



A forward-dash rifle shot. An excellent attack!

BOMB
IMPORTANT NOTE! All VRs' blast weapons are best used as defence shields. The blast radius can absorb all beam weapons (even Raiden's laser which although still visible, does no damage). Your own weapons however, can pass through a shield – so effectively it's a one-way screen. Note though, an enemy inside the blast cloud can shoot unhindered. Also, enemy bomb blasts can co-exist with your own. Temjin's bomb is really only useful as a shield.



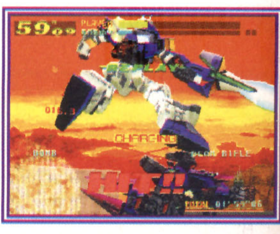


BEAM SWORD
This is primarily a close combat weapon. It can be used to slash an opponent before they stop dashing – great for when they hit a wall in mid-dash. It's faster to execute the beam sword than other weapons, making it useful for shortening recovery time after a dash. Close-up it never runs out of ammo, but at a distance, it fires a weak beam cutter shot – useful for absorbing enemy shots, but depletes after two or three repetitive blasts.





GLIDING RAM
A unique attack, only possible when all weapons are fully-charged. It's as powerful as the most potent in the game (Apharmd's tongfer, Raiden's laser, Viper's Super Dive). To activate, leap up, push forward and hit your Special Weapon to send Temjin slicing across the screen. If it misses, your weapons are seriously depleted (except the rifle). It's difficult to make this attack connect (unless an opponent is recovering), but is an impressive finishing move!





CHART

	BOMB	BEAM SWORD	BEAM RIFLE
NORMAL	1/1/D	1/1/E	1/1/D
FWD DASH	1/1/D	1/1/E	1/2/D
SIDE DASH	1/1/D	1/1/E	1/4/D
BWD DASH	1/1/D	1/1/E	1/2/D
AIR	1/1/D	1/1/E	1/3/D
CROUCH	1/1/D	1/1/E	1/2/D
CLOSE COMBAT	-/-/B	-/-/A	-/-/B
RISING ATTACK	-/-/-	-/-/A	-/-/B
CROUCH(close)	-/-/-	-/-/A	-/-/-
GLIDING RAM	-/-/-	-/-/A	-/-/-



HOW TO READ THE TABLE
The first number in each category is the number of directions the weapon is fired. The second number is how many shots are fired. The letter is a damage rating (A being best). Learn your Roid's strongest attacks!

VIPER II

Viper suffers from incredibly weak armour, which puts him at a great disadvantage. However, he is dazzlingly fast. So much so that he can dodge most shots by just walking. Has excellent mobility in the air, but is vulnerable when descending.



The side-dash Vulcan. You get a fair smattering of shots, but they're weak. Good for eating away at your foe's energy though.

VULCAN

Not a powerful shot, but it recharges quickly. Standing or walking attacks produce a stream of weak attacks, but they can be used to annoy an opponent into a stupid response.The side-dash attack is too weak to justify the incurred recovery time. Forward-dashing releases a long stream of shot, but it's a risky move. Back dashing is totally ineffectual. An aerial vulcan is fast, but still weak. The crouch shot is good, because there's no recovery time,so you can blend immediately into another shot.



7-WAY MISSILE

They're slow and don't home-in too well, but it's a strong attack. Good close up as it's difficult to avoid. Use it to make the enemy dodge and follow-up with the homing beam. Side-dashing gives it partial upward velocity – best launched at a distance. It's a great forward dash attack – catch the opponent recovering and you can nail 'em with all seven shots. If the dash sends you past them, Viper turns to hit them by the third shot. Not a good back dash attack and the aerial attack is too easy to avoid.



SUPER DIVE

Viper's unique special attack and another contender for most powerful move in the game. Again, it can only be performed with full ammo. When in the air, push forward and hit the special button. Viper charges down like a streaking comet, with the potential to cause heinous damage. Make sure you're fairly confident of making this move connect though, as you suffer pretty poor recovery time when you land. Worse still, your weapons are all severely drained, leaving Viper seriously vulnerable.



HOMING BEAM

Viper's most powerful weapon! The standing beam allows you to immediately follow with a dash. However, the walking beam (though visually identical) doesn't. Side-dashing is good for catching descending opponents, after avoiding their aerial shot. All these beams have upward velocity making them extremely practical for launching when hiding behind an obstacle. The forward-dash beam fires straight ahead however, making it a good attack to use when close-up.



The homing beam. A powerful attack. And when used standing (as shown here) you can dash escape instantly.



CHART

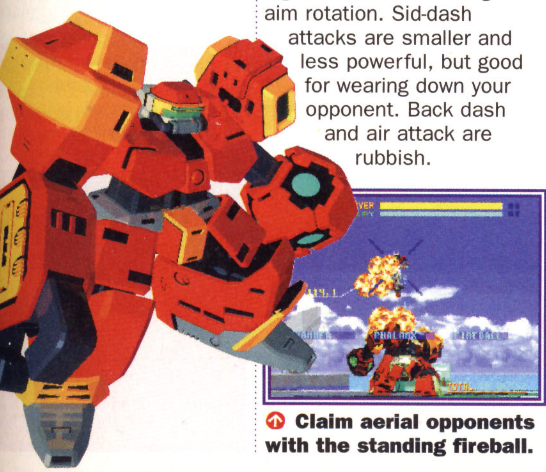
	7-WAY MISSILE	HOMING BEAM	VULCAN
NORMAL	7/7/D	1/1/D	1/C/E
FWD DASH	7/7/D	1/1/D	1/6/E
SIDE DASH	7/7/D	1/1/D	3/9/E
BWD DASH	7/7/D	1/1/D	1/6/E
AIR	7/7/D	1/1/D	3/9/E
CROUCH	7/7/D	-/-/-	1/6/E
CLOSE COMBAT	-/-/C	-/-/-	-/-/C
RISING ATTACK	-/-/C	-/-/-	-/-/C
SUPER DIVE	-/-/-	-/-/A	-/-/-

DORKAS

A heavily-armoured VR which is supertough to knock down. Armed with deadly weapons, Dorkas is best applied to mid-range attacks.

FIREBALL

Has reasonable homing ability and cannot be stopped by most beam weapons. However, beam weapons also pass through it, so it isn't a defence weapon. The fireball doesn't run out of ammo, but there is a delay after firing. Effective when forward dashing, thanks to Dorkas' good aim rotation. Sid-dash attacks are smaller and less powerful, but good for wearing down your opponent. Back dash and air attack are rubbish.



Claim aerial opponents with the standing fireball.

HAMMER

Very effective. When standing, it arcs over obstacles, reaches across the whole arena and can loop back to hit your opponent on its return. Takes a long time to recharge though. Best used when just standing – point in the right direction and fire. It's weaker when dashing. Forward-dashes give it less homing power than when standing, less upward trajectory too (making it good close-up), and it's faster. Less effective when side-dashing and useless when back-dashing.



PHALANX

Comes in two distinct forms – aerial missiles that explode on the ground, and napalm bombs that explode out in lines. The Phalanx can be used effectively as a shield. It's limited when you're standing, as you're immobile (best used for catching floored opponents). At its best when forward-dashing, with a good chance of hitting. Side and back dashing attacks are okay. However, it's too slow in the air, and useless when crouching (it doesn't even explode!)



CLOSE COMBAT

Dorkas is very poor close-up. The right arm has the longest range, but is too slow in acting. Too often you can close-combat attack instead of firing a projectile (cancel it by guarding or jumping). The left arm (hammer) needs to be too close, meaning you normally waste projectile ammo when you want to swipe. Surprisingly, the Phalanx is best! It isn't a close-combat weapon at all, but connecting with the lob hurts an opponent and you duck at the same time.





CHART

	HAMMER	PHALANX	FIREBALL
NORMAL	1/1/C	2/8/C	1/1/D
FWD DASH	1/1/D	4/8/C	1/4/D
SIDE DASH	1/1/D	4/4/C	3/9/E
BWD DASH	1/1/D	3/4/C	1/4/E
AIR	1/1/D	4/8/C	3/6/D
CROUCH	1/1/D	8/8/C	1/2/D
CLOSE COMBAT	-/-/A	-/-/-	-/-/C
RISING HAMMER	-/-/A	-/-/-	-/-/C
SPIN HAMMER	-/-/-	-/-/A	-/-/-



BELGDOR

One bulky VR! Belgdor specialises in long-range attacks. However, the huge launchers on his shoulders make him extremely top-heavy, and therefore very easy to knock down. Belgdor is a very slow VR with a short dash. And surprisingly for a big VR, his armour is quite weak!

GRENADES

Do little damage individually. However, during a dash they launch in a line. Grenades don't home-in, but do head for the enemy's current location. Good when standing-launched to keep your opponent on the move. When dashing, head for the estimated point of your enemies dash-freeze and launch. Using in a dash completely depletes them. Crap when back-dashing, poor in the air. No upward trajectory when crouching.

NAPALM

Very effective! Napalm can pass through obstacles and enemy bomb blasts. And there's little freeze-time between shots. Best used when standing. To prevent an opponent noticing the slow launch, keep them on the move with grenades and then launch the napalm. It's not very effective when dashing – there's no even spread and too hard to aim. Air napalm isn't great either – it is too easy to avoid.

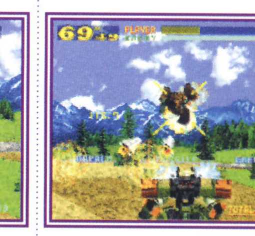
HOMING MISSILE

Fast and can almost turn a complete semicircle! You don't even need a lock to track an enemy. Standing launch takes time, so get behind cover first (being tall you can clear obstacles). When forward dashing there's no upward arc and it's faster. Two pairs are fired, the second set has a wider rotational arc. Too slow when back-dashing. When crouching they launch straight up, coming down near vertically, perfect for surprising shielded foes.

CLOSE COMBAT

Belgdor is powerful but extremely slow close-up, with a short moving in range. DIt's difficult to get a hit in, but totally worth it if you do. Just be prepared to jump or dash to escape if things get a bit hairy. You can of course guard. Definitely avoid facing super-strong close-combat technicians like Apharmd or Temjin.They can demolish Belgdor's weak armour. If they get in close, get away quickly!!

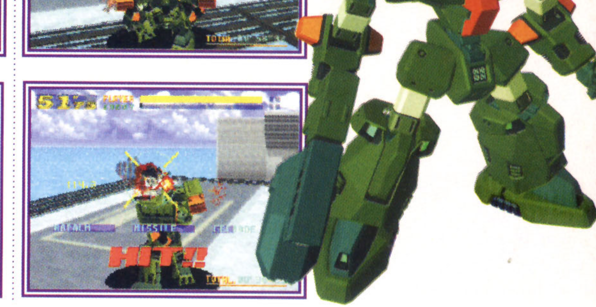












CHART

	NAPALM	HOMING	GRENADE
NORMAL	1/1/C	1/4/D+B	1/1/D
FWD DASH	1/1/C	1/4/C+B	1/5/D
SIDE DASH	1/1/C	1/4/D+B	1/5/D
BWD DASH	1/1/C	1/4/D+B	1/5/D
AIR	1/1/C	1/4/D+B	1/5/D
CROUCH	1/1/C	1/4/D+B	1/3/D
CLOSE COMBAT	-/-/A	-/-/-	-/-/B
RISING ATTACK	-/-/A	-/-/-	-/-/-B



BAL-BAS-BOW

With a slow dash and weak armour, he's one of the hardest roids to learn. A lot of the strategy involves aerial tactics. Here, shooting while jumping makes for a quicker descent than jump-cancelling (fire even with no weapons!). Note though, that aerial VRs (Viper being one too) cannot leap over an opponent!

RING LASER

Good for absorbing shots. One ring absorbs one enemy shot, so a continuous stream is a waste of ammo, more so because of the slow recharge rate. Walking sideways is a good as a defensive spread shot. Don't overdo it though, because if you run out, he's too slow to dash-escape. Forward-dashing produces a rubbishy three shots. Side dashing is a tough to beat technique! The back dash is an okay, but air and crouch attacks are poor.

FLOATING MINE

Slow, but with excellent homing capabilities – can change direction twice! You never run out of ammo too. Best when walking side-to-side – continually launching to pile on the pressure. Can fire over shorter obstacles. Slightly faster when forward dashing. Side-dash isn't recommended, because mines are released at together and are easy to avoid. Back dash is too slow. Aerial shots are good, due to staggered launch times. Crouch attacks are fast, but don't home.

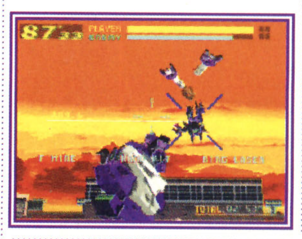
HAND BIT

For the most part, this isn't a tough weapon. When the arms detach, your left and right weapons also become unusable, plus you cannot block. Catching a foe when their recovering makes for a definite knockdown, but the timing has to be critical. Even more so when dashing, than when standing.When back-dashing the hands fire rings (not recommended). The crouch attack too is poor – it just fires mines and has no homing power!.

SATELLITE LASER

The aerial hand-bit attack is definitely the deadliest! Known as the Satellite Laser, the hands launch into the air, and fire a beam from one to the other, channelling the power toward the target in eight lethal blasts! It's near impossible to retaliate while being attacked by this and forces your opponent to dash. They can avoid all eight hits though with two precise dashes (remember to time by dash-cancelling before the end of a dash)!





He looks bizarre and plays bizarrely. One of the least popular VR Troopers in the arcades.

Side-dash Ring Laser. Provides good defensive coverage and is a good attack too.



The big flame close-up weapon. All show with no go, however, as it does relatively little damage. Stay out of close combat.

CLOSE COMBAT

Not recommended for Bal-Bas-Bow. The two unusual weapons are like a flame-thrower and a giant laser claw. Although impressive to look at, they do little damage and aren't knockdown moves. Plus, with his weak armour it's a deadly situation. ~Can confuse an opponent though. But for the most part, AVOID close-combat by jumping.

CHART

	MINE	HAND BIT	RING LASER
NORMAL	1/1/E	2/10/E	1/C/E
FWD DASH	1/2/E	2/10/E	1/4/E
SIDE DASH	4/4/E	2/10/E	3/12/E
BWD DASH	3/3/E	2/10/E	1/4/E
AIR	3/6/E	1/8/D	2/4/E
CROUCH	3/3/E	2/10/E	1/6/E
CLOSE COMBAT	-/-/C	-/-/-	-/-/C
RISING ATTACK	-/-/C	-/-/-	-/-/C







APHARMD

Although he has projectile weaponry, they're not that powerful. With tough armour and speed on his side, plus impressive close-combat range, he is designed for face-to-face fighting!



SHOTGUN

Powerful at close range, but pathetic at a distance. Apharmd doesn't have particularly good rotational ability (he doesn't turn much to face his foes) and the gunshots don't home in very much. It's useless standing, but very good during a forward dash. An okay weapon when side-dashing. When back-dashing and jumping it's crap though. Crouching, it's slightly effective against aerial foes, thanks to upward curve.

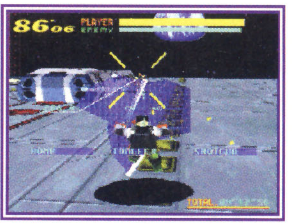
BOMB

See Temjin bomb for more details. If playing against another Apharmd, 2P has gold blast. Apharmd can toss bombs over small obstacles. They're effective when forward-dashing, pathetic when side-dashing (there's no blast!) and okay when back-dashing. Use in the air to make safe landing spot (push forward to land in the blast). Best used when crouching – gives large obstacle clearance and rolls for added range.



TONGFER

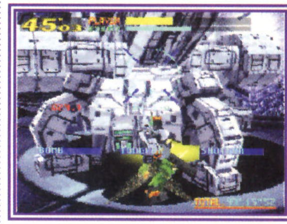
Without a doubt, Apharmd's best weapon. Performs a deadly slice when close up! Be careful of missing though, as Apharmd doesn't turn much. They're fully intended for close-combat – get one hit and you've near enough won the fight. When moving it fires a weak cutter shot, but absorbs attacks. Dashing creates a windscreen wiper actions. The back dash isn't recommended and it's poor in the air.



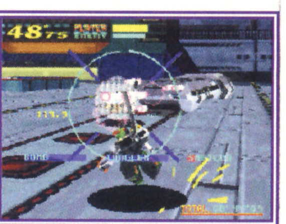
A side-dash shotgun blast. Reasonable, but use forward-dash more.

Fans of Arphamd play solely to get a hit with his tongfers. Excellent close-up!









From-top-to-bottom. A close look at those deadly tongfers. Arphamd's size in comparison to Z-Gradt. A close-up hit with tongfers. And a dash shotgun blast.

CHART

	BOMB	TONGFER	SHOTGUN
NORMAL	1/1/D	1/1/E	1/1/D
FWD	1/1D	1/1/E	1/6/D
SIDE DASH	1/1/D	1/1/E	3/9/D
BWD DASH	1/1/D	1/1/E	1/3/D
AIR	1/1/D	1/1/E	1/3/D
CROUCH	1/1/D	1/1/E	1/2/D
CLOSE COMBAT	-/-/C	-/-/A+	-/-/C
RISING ATTACK	-/-/-	-/-/A+	-/-/C
CROUCH (close)	-/-/-	-/-/A+	-/-/-





FEI-YEN

Super-fast and surprisingly powerful. Designed to hit and run. She has near zero recovery time after a dash (more so with hand-beam). Also, timing for dash attacks is always late – however, this is a good thing. If you dash-fire exactly with your opponent, chance is you'll catch them when they halt. She's also less hampered by walls than other VRs, following the curve when dashing.

HAND BEAM

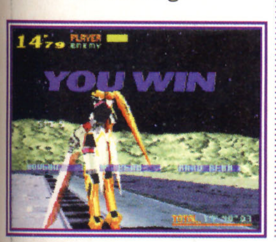
Don't fire off small bursts. Keep finger on trigger otherwise it stutters. Good when standing or walking – weak, but fires a continuous chain. Effective against heavier enemies, keeping them on the run. Even faster enemies can be caught during their recovery periods. Her fast walk also means she can walk sideways, shooting and pushing enemies into corners. Except when crouching, all hand beam shots fire straight. This weapon fires a fatter blast when Fei-Yen goes into Hyper mode.

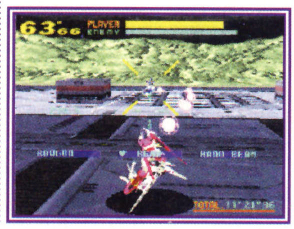
HEART BEAM

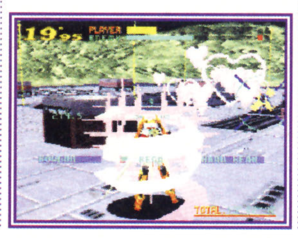
This weapon is of little use before Fei Yen goes hyper. It's quite slow and signals its imminent arrival with a warpy sound. It also has particularly poor homing ability. Proves much more potent when Hyper, however when standing the Hyper Heart beam is useless. More experienced players will know you're temporarily invulnerable, see the attack coming, avoid the blast and wait to catch you after it's passed. When side-dashing or standing, the beam arcs, giving you the chance to launch from cover.

BOW GUN

A reasonably effective weapon, and certainly better to use than the Heart Beam before going hyper. It's much improved when hyper, launching larger shots with much quicker reload time. Still tough to make connect though.













NORMAL MODE

	BOWGUN	HEART BEAM	HAND BEAM
NORMAL	1/1/D	1/1/D	1/2/E
FWD DASH	1/2/D	1/1/D	1/4/E
SIDE DASH	1/2/D	1/1/D	1/4/E
BWD DASH	1/2/D	1/1/D	1/4/E
AIR	1/1/D	1/1/D	1/6/E
CROUCH	1/2/D	-/-/-	1/6/E
CLOSE COMBAT	-/-/C	-/-/-	-/-/C
RISING ATTACK	-/-/-C	-/-/-	-/-/C

☆☆☆☆ HYPER MODE ☆☆☆☆

CHART

	BOWGUN	HEART BEAM	HAND BEAM
NORMAL	1/1/D	1/1/B	1/2/E
FWD DASH	1/2/D	1/1/B	1/4/E
SIDE DASH	1/2/D	1/1/B	3/9/E
BWD DASH	1/2/D	1/1/B	1/4/E
AIR	1/1/D	1/1/B	1/6/E
CROUCH	1/2/D	-/-/-	1/6/E
CLOSE COMBAT	-/-/C	-/-/-	-/-/C
RISING ATTACK	-/-/C	-/-/-	-/-/C

When Fei-Yen has around a third of her energy left, she goes into Hyper Mode, with increased power. It might not seem that significant on the chart, but what isn't shown is that heart beam homing ability is vastly improved – it's an instant knock-down move with fast recharge. All the other weapons are powered-up to a degree also.



RAIDEN

A virtuaroid with incredible firepower – he has the greatest of all the weapons. He may seem too slow, but when mastered can prove extremely powerful. Raiden also has good rotational ability. Suffers from a low jump and proves quite immobile in the air though.

BAZOOKA

Rarely runs out of ammo and can still be fired even when red. The rounds travel slowly so time them correctly. Rapid-tapping is needed to continuously fire when standing. The forward dash is very good – 180 degree rotation allows you to zoom past foe, turn and shoot back. Side dash not so good – more shots, but a third weaker. Also, it drains your weapons gauge. Back dash and aerial shot is poor.

GROUND BOMB

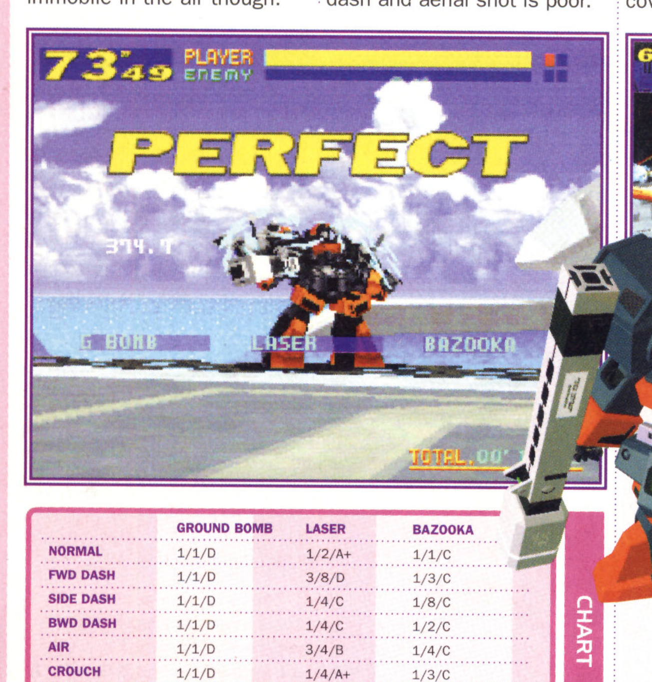
The poorest of Raiden's weapons. When launched low, it travels very slowly. The blast can be used as a shield, but it's tricky, as it's small and settles quickly. Being his weakest weapon you can happily use it wastefully to reorientate you during a dash. Definitely avoid using the bomb in the air. Good when crouching, as it can lure your opponent out of cover.

LASER

Awesome! However, it leaves you vulnerable and needs a long recharge. Devastating when standing, but needs manual aiming. Use at midrange or less for best chance of hitting. Useful when forward dashing – 2 four-way beams – and easy to connect thanks to 180 degree rotation. Potent when side-dashing, but harder to make hit. Avoid back-dash. Powerful in the air, but easy to avoid.

CLOSE COMBAT

Not a recommended tactic because Raiden is just too slow. If you're caught in close-combat lock, press either of the L or R triggers to spin Raiden around, auto-tracking him, then use the crouch laser (you duck to avoid the enemy attack and get a powerful hit in at the same time!) Otherwise dash away and launch a full-scale distance laser at your enemy while they're still swiping.









An aerial laser blast. Powerful, but too visible.

CHART

	GROUND BOMB	LASER	BAZOOKA
NORMAL	1/1/D	1/2/A+	1/1/C
FWD DASH	1/1/D	3/8/D	1/3/C
SIDE DASH	1/1/D	1/4/C	1/8/C
BWD DASH	1/1/D	1/4/C	1/2/C
AIR	1/1/D	3/4/B	1/4/C
CROUCH	1/1/D	1/4/A+	1/3/C
CLOSE COMBAT	-/-/B	-/-/-	-/-/C
RISING ATTACK	-/-/B	-/-/-	-/-/C

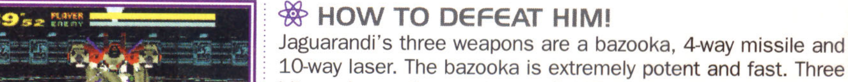
JAGUARANDI

If you average more than 35 seconds per round in the first five stages, you have to face Jaguarandi in the 'Penalty Stage'. Unlike the other VRs, Jaguarandi is not a real robot, but a simulacrum – a physical hologram. When the DN corporation were creating the Virtual On coin-op, they tested it using a young VO+ whizzkid. His combat records were stored in the simulator's memory banks and have been used to create this hyper-powered virtuaroid. Jaguarandi behaves in an unusual way. For a start he mimmicks the colour of his opponent. Secondly, every-time you lose and continue the game, he reappears smaller, until after three goes he's a midget! Whether you face Jaguarandi or not, this is the point where your training ends. You are now VO+ and must face the real-time challenge on the moon!





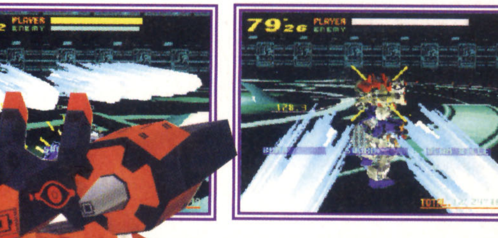
Jaguarandi versus Viper, Dorkas and Arphamd. Notice how his armour matches their 2P colour.

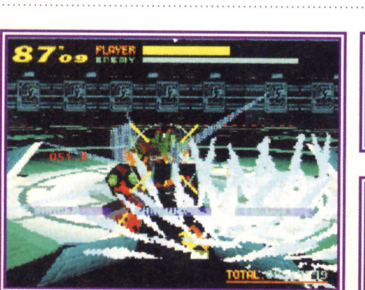


HOW TO DEFEAT HIM!

Jaguarandi's three weapons are a bazooka, 4-way missile and 10-way laser. The bazooka is extremely potent and fast. Three hits and even the most powerful VR is destroyed. However, it has poor homing ability. Fast roids can walk to avoid them, heavier roids have to dash. But don't dash-attack or Jaguar can get you while you're recovering. With the 4-way missile, position yourself between the missiles. If you stand directly in front when he launches, they won't hit. You can jump to avoid them too. Avoiding the 10-way laser is similar. Stand between the beams. When Jaguarandi is facing you between 100-300m he goes berserk, rapidly switching between missiles and lasers!







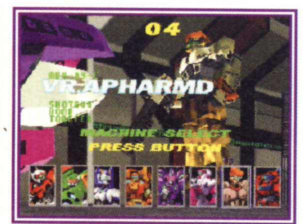
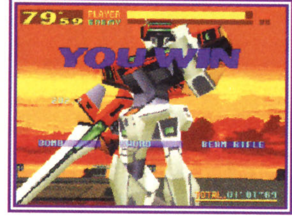




CHEATS

CHANGE THE COLOUR OF YOUR VIRTUAROID!

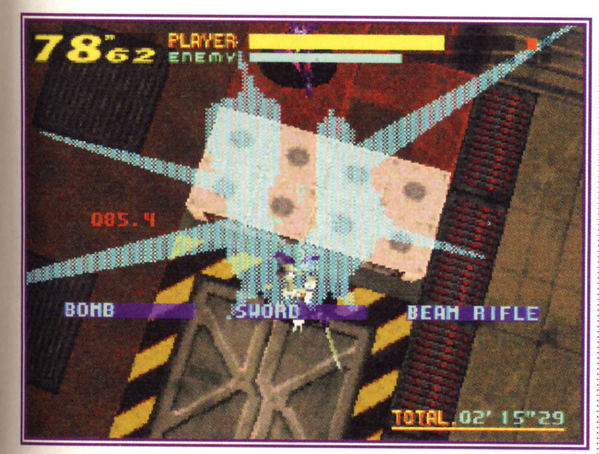
Pressing Left Shift on the game select title screen puts your Roids in their second colour suits. You even get second-colour continue screens too!

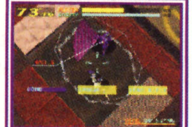







DIFFERENT VIEWS

Pushing X, Y and Z together at any time in a fight switches between three different views. Aside from the normal view, there's aerial and side-on camera. Novel, but not practical.




Normal view, plan view and side-on view. Enjoy!

HOW TO BECOME HIM!

You can actually play as Jaguarandi! One way is to finish the game in hard mode. For the Virtual On Negative among you, there's an easier method. On the Start Screen hold DOWN and press both SHIFT buttons at the same time. A noise should sound. Now, on the character select screen, move right of Raiden to pick him.



Jaguarandi under your control!




Now you possess the 10-way laser!

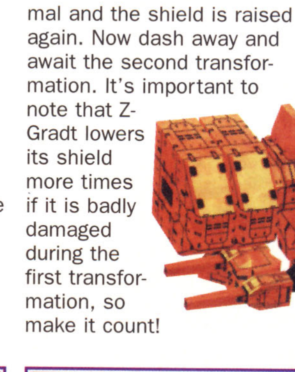
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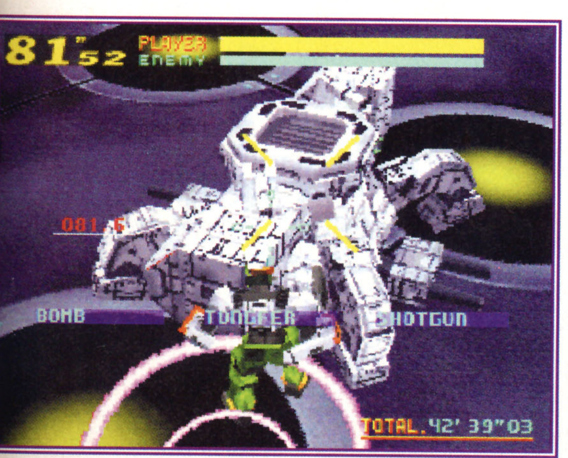
This guide has been compiled using data from various FAQs compiled by Christopher and Alan Tan, Orlando Benedicto and Tan Wu Meng. We tested their info and its nearly all sound, so they must truly be Virtual On Positive!

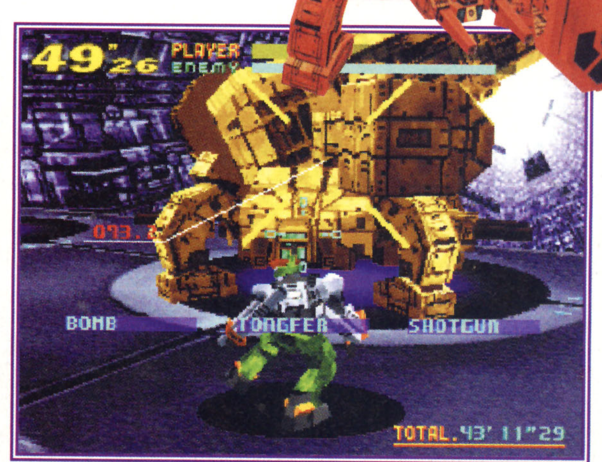
Z-GRADT



The monstrous final boss is armed with five weapons – Ring Laser, Chain Laser, Floating Mines, Phalanx and Mega-Laser cannon. He attacks with the first four weapons to start with. All this time he's surrounded by an energy field, making it hard to inflict any damage. After attacking twice with each set of weapons, he transforms into the golden Mega-Laser cannon. Now is the time to strike, while its shield is low. Move in and use your most powerful weapon, following up with the right-hand weapon. Don't dash and make sure you don't get caught by the beam. Once the cannon stops, it reverts back to normal and the shield is raised again. Now dash away and await the second transformation. It's important to note that Z-Gradt lowers its shield more times if it is badly damaged during the first transformation, so make it count!







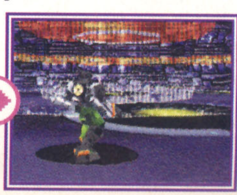


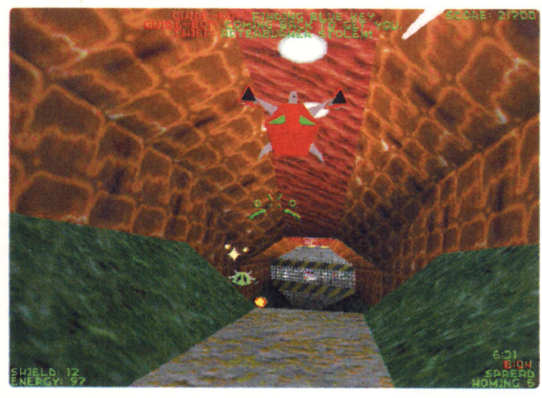
Keep dashing around him until he goes gold, then move in for the kill. It normally takes two assaults.











OWN THE ULTIMATE GAMES MACHINE!

What's the most powerful games machine on the market at the moment? Saturn? PlayStation? Nintendo 64, surely? Well, in a word: no. It's the PC.

Over the past few months prices for Pentium PCs have come crashing down so if you're after the most versatile, graphically astounding machine around, there's only one serious choice. As Rich Leadbetter reveals...

We all know what the advantages of the PC over the consoles are: it's upgradable (you can change bits and pieces of your system to suit you), it can access the Internet easily, it can do spreadsheets and word processing, you can even program it. It also has some of the most astounding titles – videogame behemoths that the superconsoles just can't handle. It also has a fair smattering of the games that ARE available on console – and they're usually a whole lot better.

This feature presumes that you have between £1,000 and £1,500 to spend on a PC. At the lower price range you can expect to get a 120MHz Pentium with 16 megs of RAM, eight-speed CD-ROM (four times faster than Saturn or PlayStation's), hard drive, floppy drive – everything. You're looking at much the same spec for outlaying £1,500 – but with a top-end CPU to make everything whizz by at top speed.





WHERE TO BUY...

Everyone's selling PCs at the moment since it is the boom market (over 70% of all games sold are on PC). However, we recommend that you avoid the high street multiples like Dixons, Toys 'R Us and what-have-you. Although their machines are good, their prices are not so good. Instead, phone up suppliers like Dell or Gateway direct and ask for the best spec in your budget. Just to give you some ballpark figure to aim at, a friend of mine recently bought a Pentium Pro system (180 MHz!) for £1,500. Where did he get this? From Gateway directly. I consider this a true Masters' deal and before I heard this I would have valued that particular system at least £2,000!

Don't be afraid to haggle, get the lowest price and phone around again quoting that price and watch the companies fight it out for your cash. Save lots of dosh just by asking!

BUILD IT OR BUY IT?

Open up a PC and you see that everything is in component form. A motherboard is at the base of everything and therein you plug the Pentium CPU and memory. From there you plug in your drives, sound card and graphics card. Because it's all modular, you can upgrade each bit as you please. That begs the question, should you buy your PC complete or assemble it? The main advantage with assembling it yourself is that you save at least a couple of hundred quid, but it's not a task for the technically inept. Although pretty simple, if you're not up on your polarities and voltages, you're in deep trouble. So buy it ready made if you're in any doubt. You also get a guarantee there whereas if you build it yourself, your own handiwork is your only assurance of quality.

"18 MONTHS LATER IT'S OUTDATED!"

The one trap with buying a PC is that typically within 18 months something's on the market that's about three times more powerful than your system and costs exactly what you paid for your machine! There's very little you can do about this, because it's Intel's main way to leech tons of cash out of the market. Sooner or later people will get wise and it will stop, but I can't see it happening for years.

However, I think that for games rather than upgrading your CPU (the most expensive bit), instead people will be going for video card upgrades built especially to work with 3D. It's happening now with two major 3D cards available in the US which take 3D performance to levels you'd never have believed possible.

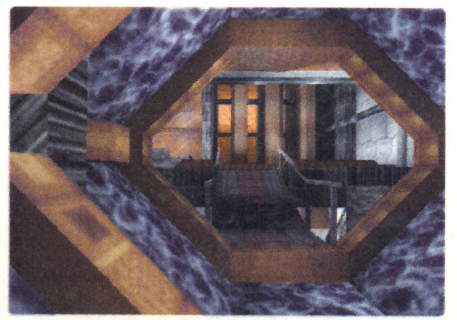
Even if this doesn't happen, and instead you're going to keep on upgrading your CPU (and usually the motherboard as well) it usually costs around £500 to buy the latest, greatest processor. Typically, the rest of your system shouldn't need to change – the sound card and memory are future-proof.





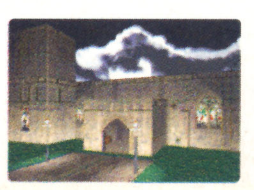



PC gets some of the best games first. Case in point: Red Alert - the brilliant Command and Conquer sequel which appears just as the first game hits the consoles!



This is *Prey* - a 3D accelerated pretender to *Quake*'s crown.

Gremlin's *Realms of the Haunting*: another ace PC game!














MINIMUM SPEC – CIRCA £1,000

Pentium 120MHz
16 Meg RAM
At least six-speed CD-ROM
1.2 Gig hard drive
3.5 inch floppy drive
1 meg PCI video card
SVGA Monitor
16-bit sound card

TOP SPEC – CIRCA £1,500

Pentium Pro 180MHz
16 Meg RAM
12-Speed CD-ROM Drive
1.2 gig hard drive
3.5 inch floppy drive
2 meg PCI video card
SVGA Monitor
16-bit sound card with wavetable synthesis (like an AWE-32 for instance)

YOU'LL NEED...

Software you should buy immediately for your PC: Windows 95, Quake, Command and Conquer: Red Alert and Tomb Raider. Another advantage of PC is that games are cheaper – all of the games mentioned can be bought in the shops for thirty quid!

SOUNDS GREAT!

Because PC monitors typically don't come with built-in speakers, you're going to have to shell out for some. I'm extremely happy with my Yamaha speakers (cost: around sixty quid). They're super-bassy and have outputs to put your sound through the optional sub-woofer (a bit hefty at around a hundred quid, but this is amazing sound). Typically, any multimedia speakers under fifty quid are a bit cack.

THE FUTURE IS... 3D!

I guarantee that the first upgrade you'll want for your PC is a decent 3D accelerator. If you see *Quake* running on the PCI 3D Blaster or *Descent 2* on the 3DFX, you'll be amazed! N64-style mip-mapping and anti-aliasing are done with ease and annihilate N64 performance, believe it or not.
Every decent 3D accelerator out there at the moment is compatible with Windows 95 Direct3D. What this means is that 3D games running under Windows 95 will automatically detect your hardware and make the best use of it. This doesn't mean that you'll get the same performance with every accelerator, though. At the moment there are two major accelerator contenders:

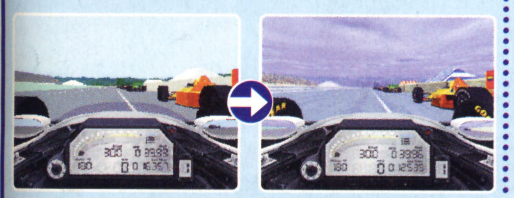
1. RENDITION CHIPSET

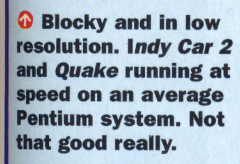
The Rendition chipset powers the Creative Labs PCI 3D Blaster, but is also cropping up in a huge amount of 3D cards in the States. The 3D Blaster is about £180 here, but in the States you can pick up a card with the same chipset for $129 (about 80 quid). This card replaces your current video card and is amazing value for money. *Quake* is utterly incredible, *IndyCar 2* is stunning and tons of other games including *Tomb Raider* are coming out for it. On the minus side, it's a bit crap at 2D applications and normal VGA games like *Doom*.

2. 3DFX CHIPSET

This 3D accelerator chipset (also known as the Voodoo chipset) isn't out over here yet, but it is STUNNING. id software's main programmer John Carmack rates this card higher than many $5000 graphics cards in its 3D capabilities. It's superior to the Rendition in every regard except for the fact it's about twice as expensive (in the US it's $280). Also, it is used in tandem with your current video card (it doesn't replace it as the Rendition does) which adds to the expense. The 3DFX is the current card of choice if you have the cash. It doesn't have the software support at the moment, but once Direct3D on Windows 95 takes off completely, this will be the card to have... if you can afford it.

BEFORE | **AFTER**



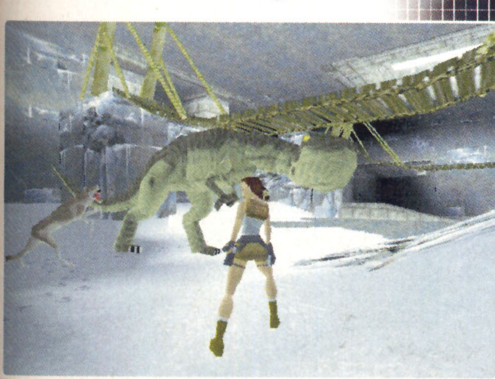

Blocky and in low resolution. *Indy Car 2* and *Quake* running at speed on an average Pentium system. Not that good really.

With the Verite 3D chipset, things run at twice the frame rate with N64 style effects like mip-mapping. *Quake* is bloody ace!





Without 3D acceleration, some PC games outperform the consoles. Like *Realms of the Haunting*.



One of the most amazing 3D accelerated games is *Tomb Raider* on 3DFX. Super high-res at 30 fps with mip-mapping! Ace.



NEW GAMES





MULTIRACING CHAMPION

With Nintendo 64 now on the brink of final worldwide release, third party software is now surfacing at a rapid rate. Cue the first N64 rally driving game!

Having already proven it can do incredible 3D environments in its own unique style, the next step for N64 is to apply that power to more mainstream game types – and really show how advanced it is! While *Wave Race* features incredible water dynamics and the forthcoming *Mariokart R* may well prove to have playability unmatched by any racer short of the Super NES original, gamers are still going to want a road racer with all the realism and cool of *Ridge Racer* and *Sega Rally*. And that's what *Multiracing Champion* from Imagineer promises to be!





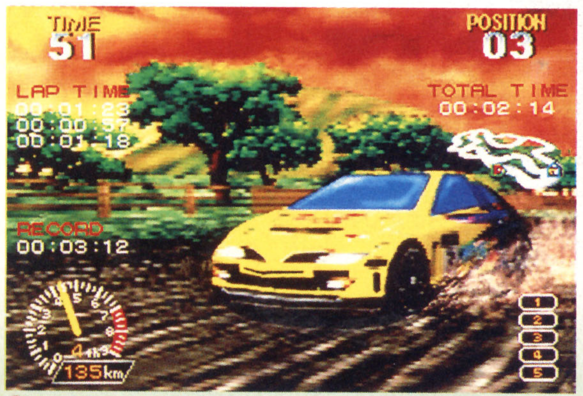
REALISTIC N64 ROAD RACER!

SUPER-PRECISE STEERING

The steering sensitivity is always a crucial factor in a driving game. Of course, *Multiracing Champion* uses the analogue stick. It's worth bearing in mind that while Saturn and PlayStation racing games also take into consideration analogue controllers (be they steering wheels, the NeGcon or the *NiGHTS* pad), only the N64 has an analogue stick as standard – this game has been primarily designed for analogue steering! We've seen an early version of the game, however it was an unplayable rolling demo, so we're unable to comment on how it actually handles as yet.



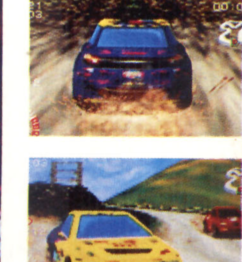
The cars in Multiracing Champion look incredibly detailed, even at this stage.



Your headlamps come on as it gets dark!



If previous N64 games are anything to go by, we won't expect any clipping in this game.







KIT CAR!

One of the main features of *Multiracing Champion* is the ability to finely tune each car to suit your style. There are six cars in the game, each with different performance ratios (top speed, maximum acceleration, grip etc), which can all be altered by changing various parts of your car. There are 7 machine settings to tinker with – steering responsiveness, spoilers for aerodynamics, gears for power or speed, on and off-road tyres, various strength brakes, front, rear or fourwheel drive, and soft or hard suspension. The idea is, once you've customised your car, you can save it off onto memory cart and load it onto your friends N64 to race their custom car!



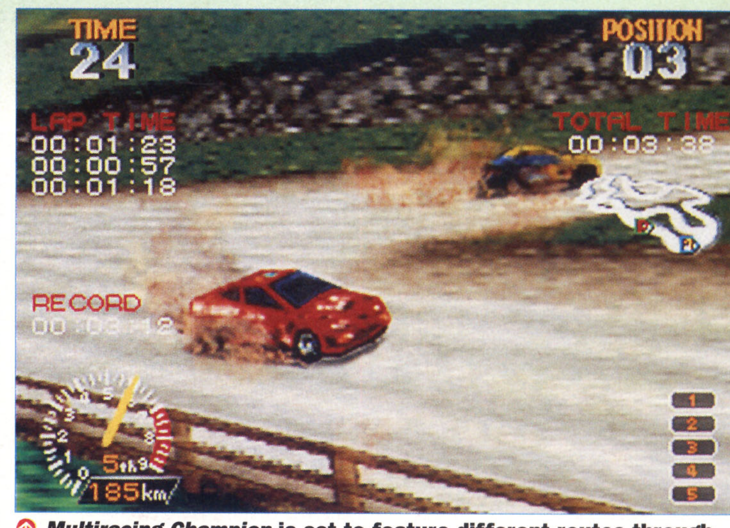
All the cars feature impressive textures. Genki's logo appears here.



Publishers Imagineer get their own vehicle too. Very nice.



Looks like we can expect plenty of mud and spray everywhere.



Multiracing Champion is set to feature different routes through each of its courses. It all just adds to the realism!


On-and-off road terrain features throughout. Similar in many ways to *Sega Rally*.

ARE YOU ALRIGHT?

Bodywork damage – made famous in *Daytona USA* – is set to make an appearance in *Multiracing Champion*. From the pictures and rolling demo we've seen, this feature has yet to be included. However the programming team, Genki, have stated that it will only affect the car visually. No matter how dented-in your car gets, it won't suffer performance-wise.



KEEP IT UP!

Genki's 20-man team have spent over a year on the development of *Multiracing Champion* so far. And while there's still a lot to be done, they're confident about it, claiming it will be an 30 frames-a-second arcade-style racer like Sega Rally or Ridge Racer, only with the power of N64. We'll keep you informed on its development.



Fancy lighting effects to match *Rage Racer*'s setting sun!

THE FIRST COURSE

There are going to be three courses in the game. Currently only one track has been revealed – the Cassandra course. It's a good demonstration of what's in store, with a combination of on and off-road terrain. There's also different routes around the course and different weather conditions, including rain and snow. At one point there's even a broken bridge to leap across. Other neat features include a massive cliff wall which you can drive through while your opponents race overhead, and a long tunnel, whereupon the cars' headlamps come on!







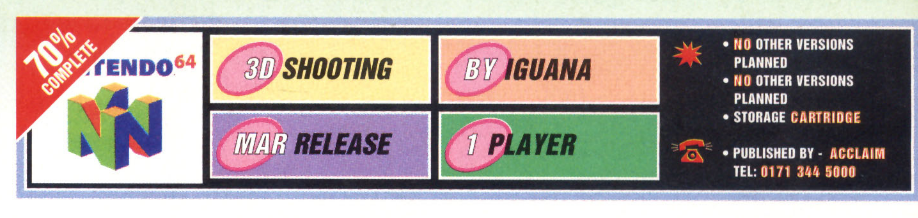


Nintendo 64's anti-aliasing keeps all the textures looking smooth.



Racing under a waterfall! Crazy courses are what we want!





Imagine being in Jurassic Park with some of the most amazing weaponry ever. Happy?



Acclaim's *Turok* was one of the first third-party games to be announced for the Nintendo 64. Based on the comic book of the same name, it stars Turok (a dinosaur hunter) in a first-person 3D shooting game set in and around jungles, or at least to begin with. The design of the levels and the intelligence of the enemies means that it doesn't play the same as *Doom* or *Quake*, with much more emphasis on exploring, making the encounters with enemies all the more frightening. The game's been in development for a long time now, but is nearing completion in time for its March release date. Here's our first detailed look.









RUN! RUN FOR YOUR LIFE!

Since the first version of Turok we saw last year, the controls have changed slightly. The four yellow C-Buttons move Turok forwards and backwards, as well as making him sidestep left and right, while the 3D Stick controls turning and looking up or down. The Z-Trigger is the fire button, and the R Shift makes Turok jump. The A and B buttons cycle through the selection of weapons, and L Shift brings up the overlayed map.



Pressing any direction on the cross-key switches the game from walk mode to run mode. This little icon appears to show you which is selected.



When fired, this gun shakes and rumbles before firing a red glowing shot.

The explosion when the shot hits something is enormous!





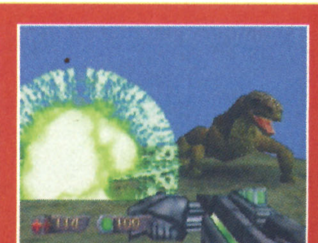
Shockwaves tear through the level and out of the screen, destroying everything in the way!

BIG GUNS!

3D first-person shooting games like *Turok* are getting more and more amazing selections of weapons each time, but none so far have been anywhere near as impressive as this! Those available range from the knife (which can be used even while swimming), through standard weapons and grenade launchers, to some of the most spectacular mega-guns ever!



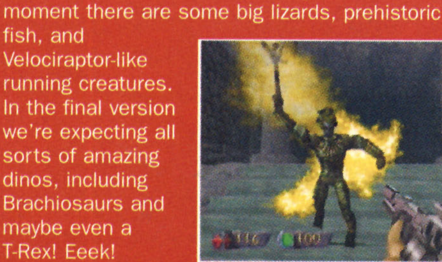




The bow and arrow is a bit feeble! That's the exit.

TUROK THE MAN HUNTER!

While Turok may be a dinosaur hunter, not all of his enemies are necessarily dinos. There are other hunters around the levels armed with guns, as well as many jungle natives and villagers. At the moment there are some big lizards, prehistoric fish, and Velociraptor-like running creatures. In the final version we're expecting all sorts of amazing dinos, including Brachiosaurs and maybe even a T-Rex! Eeek!





← These natives are magic men, and they launch flaming skulls and blue flame at you! They take lots of hits before going down, unless you're armed with one of the super weapons!







Some of the weapon effects are truly amazing! This gun takes out nearly everything in a massive explosion of blue!








NOT SUITABLE FOR PERSONS UNDER 65 MILLION YEARS

Some versions of *Turok* shown recently had green blobs of blood for all of the enemies, but that's now been changed to realistic-looking red. It's pretty violent now, and is likely to get an age warning sticker on the box when it's released, but we're sure that many of you will be very happy to see blood everywhere! There are also lots of gruesome ways for enemies to die as well, with some of them staggering and wriggling about before dying, and some having blood splatted up the walls. Yuck.




Shoot enemies in the neck, and they grab the wound with their hand while blood squirts out!





Enemies regenerate after a few seconds to keep players moving.

HOW TO CAPTURE A DINOSAUR

Acclaim's expensive motion-capture studios have been put to good use for *Turok*, making everything in the game move very realistically. The human enemies all walk, run, attack and die smoothly to add to the overall effect of the game. It works very well, and is something not used properly in a 3D shooting game like this before.

CLEVER GIRL...

All of the enemies in *Turok* have some good artificial intelligence programming, meaning that they don't just stand around being shot like some other games. For a start, it's easy to be caught by surprise when playing *Turok*, as the enemies appear in different locations each time you play the game. Some dinosaurs are frightened by some of the human hunters, and will attack others. It's also pretty funny to have a native armed with a staff run towards you, then skid to a halt and run away when he sees what weapon you're firing at him!



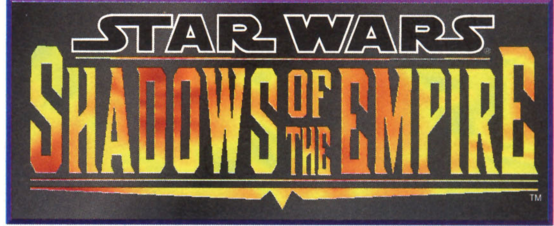


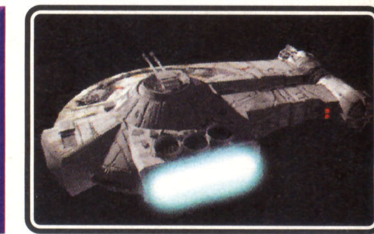

Some walls, like the one on the left, can be climbed!











Shadows of the Empire is a shoot 'em up adventure which uses the N64's 3D power to recreate the sights of the Star Wars universe with an unprecedented level of detail. Do battle with AT-AT walkers on the snowy surface of Hoth. Take on a whole wing of Imperial TIE Fighters and TIE Bombers from the gun turret of your Corellian freighter. Jet-pack across the chasms of Gall to track down the sinister Boba Fett. And explore the sinister sewers of Imperial City on the Empire's home world, Coruscant...

Instructions: Open telepod 1. Insert most awesome piece of console hardware in existence. Open telepod 2. Insert most awesome science fiction movie in existence. Activate 'COMBINE' program. Open receiver telepod. Collect N64 *Shadows of the Empire* cartridge.

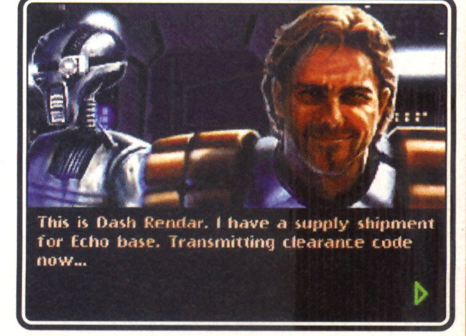
STAR WARS PART V (and a 1/2)



The events in *Shadows of the Empire* take place shortly after the destruction of Emperor Palpatine's first Death Star. The Rebel Alliance's main force has taken refuge on the ice world of Hoth and Darth Vader is leading an Imperial Navy task force there to seek out the Rebel ring-leaders. One of the Rebels holds special interest for him. Vader knows that Commander Luke Skywalker is his long-lost son, and therefore strong with The Force. He wants Luke taken alive so that he can be turned to the Dark Side and possibly presented to the Emperor as a new protégé.
But there is another plan afoot. Unknown to Luke and to Vader, Dark Prince Xizor, freight magnate and boss of the powerful Black Sun crime syndicate, is also looking for young Skywalker. Xizor has been working hard to insinuate himself into Emperor Palpatine's confidence and he is hoping to seize Vader's position as the Emperor's right hand. He is using his own vast resources to track down Luke and have him assassinated. Thus he will ruin Vader's plan and, he hopes, discredit him in the eyes of the Emperor. Then he can take his place at the Emperor's side. Fiendish indeed – but it is one man's inescapable destiny to become embroiled in the scheme and put a stop to it... even if he has to die in the attempt!

THE DASHING HERO

The rugged hero of *Shadows of the Empire* is Dash Rendar, smuggler, mercenary and – perhaps not surprisingly – old friend to Captain Han Solo. He plies his illicit trade across the galaxy in a modified Corellian freighter, The Outrider, with the aid of his droid co-pilot LE-BO2D9 (Leebo).
Rendar becomes unwittingly involved in Xizor's plot when he lands on Hoth to deliver supplies to the Rebels. He runs into Solo who invites him to fight alongside the Rebel forces in an imminent battle. Rendar, whose ego prevents him from ever turning down a challenge agrees and he is given a place in Commander Skywalker's Rogue Squadron.
Little does Rendar realise that this chance meeting will cast him into the middle of a deadly plot which involves the a deadly conspiracy against the highest ranking agents of the Empire and the Rebel Alliance.



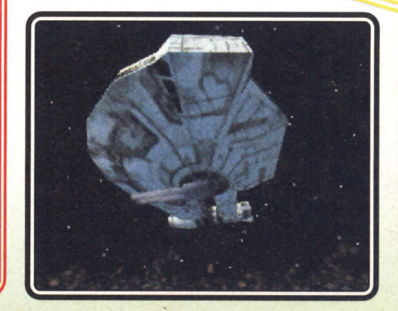
THE ADVENTURE BEGINS...

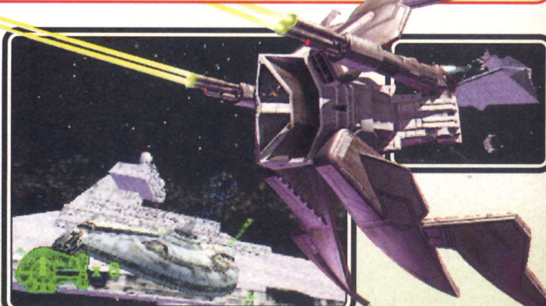
The story of *Shadows of the Empire* is told in four parts, which are further broken down into a total of ten game levels. The action in each level takes one of two basic forms.
There are four 'space battle' sequences in which you are piloting some kind of vehicle or Dash's freighter, The Outrider. In these sections you get a 3D pilot's-eye-view of the action, or, if you find it makes the ship easier to control, you can opt for an external viewpoint. These sections make ample use of the N64's ability to render complex, texture-mapped, three-dimensional objects, and they all look impressively realistic.
The remaining six levels are 3D exploration missions, reminiscent of games like Doom and, more especially, Dark Forces. Here you guide Dash through the dangerous interiors of starships and enemy bases, doing battle with unfriendly forces such as Imperial Storm Troopers and commandos. The enemy troops and your surroundings are also generated as three-dimensional models which look extraordinarily authentic.





Sketches are used to relate the plot details between action stages.









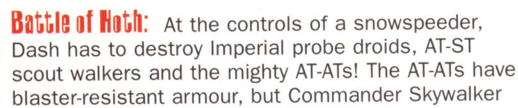
PART ONE: THE BATTLE OF HOTH

Dash Rendar volunteers to help save the Rebel Alliance from certain destruction on the ice world of Hoth. While the Rebels evacuate vital personnel from Echo Base, Rendar and the other members of Rogue Squadron – among them Commander Skywalker – take on advancing Imperial ground forces. After the battle, Dash has to find his way back to The Outrider and escape into space – if he can!









Battle of Hoth: At the controls of a snowspeeder, Dash has to destroy Imperial probe droids, AT-ST scout walkers and the mighty AT-ATs! The AT-ATs have blaster-resistant armour, but Commander Skywalker suggests harpooning them using the snowspeeder's tow cable gun. Get up close, fire the harpoon and circle the AT-AT to entangle its legs and force it to the ground. It's a tricky stunt, but worthwhile for the chal-









Escape from Echo Base: The Imperial force has destroyed Echo Base's main power generator, but not before most of the Rebel forces have escaped. Dash has been left behind and enters the base just in time to see the Millennium Falcon lift off. Unfortunately he can't escape because the power loss has jammed the blast door to The Outrider's hangar. Explore the base and find an alternate power source, but watch out for Imperial snowtroopers and vicious Wampas!









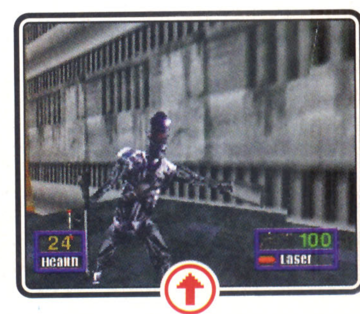
Asteroid Chase: The Outrider has made it into space, but before he can make the jump to light speed Rendar finds himself trapped between an orbiting Imperial Star Destroyer and an asteroid belt. Leebo takes the controls of the ship and Dash clambers into The Outrider's gun turrets to see off the squadrons of TIE Fighters and TIE Bombers the Star Destroyer has launched. The bombers are the main threat but it takes time for them to launch their bombs so make sure you shoot first.

PART TWO: IN SEARCH OF BOBA FETT

Rendar hears that, following their escape from Hoth, Han Solo and his friends were captured by Imperial forces with the help of a bounty hunter called Boba Fett. Worse, Solo has been encased in carbonite and Fett is taking him to Jabba the Hutt. But a rival bounty hunter, also seeking the bounty on Solo, has forced Fett into hiding, and Dash heads to Ord Mantell for information as to his whereabouts.

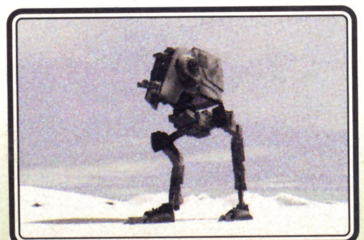


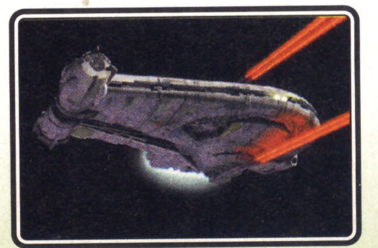




Ord Mantell Junkyard: Dash lands in a junkyard where he suspects the droid bounty hunter IG-88 is looking for spacecraft spares. To reach him, though, Dash has to ride magnetic trains which were designed to carry scrap metal and are rather dangerous to humanoid forms. Duck and jump over barriers, leap from car to car and from train to train as the tracks merge, but don't fall off or you're dead!





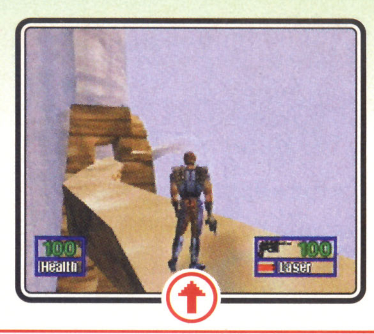


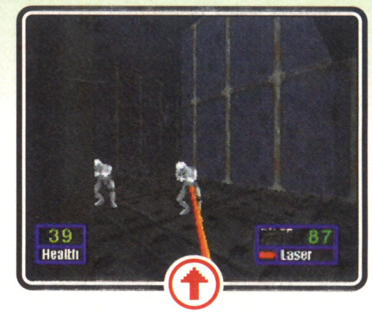












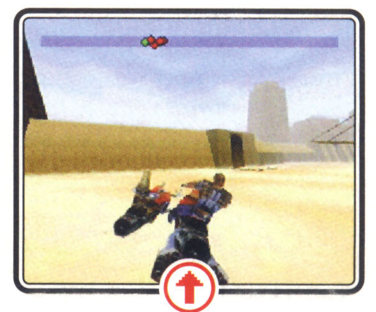


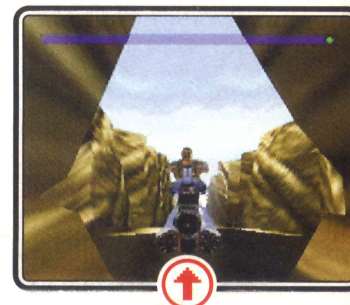
Gall Spaceport: Before expiring on Ord Mantell, IG-88 reveals that he had tracked Boba Fett to the spaceport on Gall. Dash lands in the mountainous outskirts of the port and has to follow narrow cliff side paths to reach the central installations. After taking on a battalion of Storm Troopers Dash finds a jetpack with which he has to cross the vast gorges between the docking bays. An AT-ST proves a challenging opponent, but not as tough as Fett himself whom you find in the hangar with his ship, SLAVE-1.

PART THREE: HUNTING THE ASSASSINS

Rendar defeats Fett, but with the aid of an Imperial escort the bounty hunter escapes aboard SLAVE-1. Meanwhile, somewhere above the planet Xizor is putting his plan into action and an assassin almost kills Luke Skywalker. Luke escapes and heads back to Tatooine where he plans to hide out for a while and hone his Jedi skills, but Princess Leia is concerned for his safety and asks Rendar to follow him.

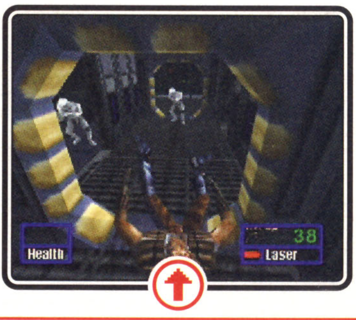


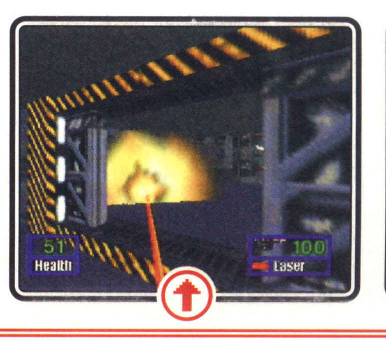




Mos Eisley and Beggar's Canyon: In a cantina in the spaceport town of Mos Eisley, Rendar overhears a swoop gang planning the murder of Skywalker. He follows them outside and they head toward Beggar's Canyon on their speeder-bikes. Rendar mounts his own swoop and races through the streets of Mos Eisley after them. He has to trash each swoop rider before they discover Luke at the deserted house of Obi-Wan Kenobi.





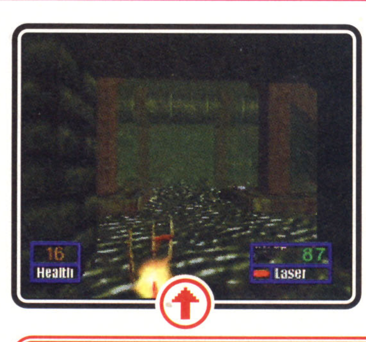




Imperial Freighter Suprosa: Rendar finds Luke safe and tells him that Leia is meeting with the Black Sun to find out who wants him dead. Luke reveals that the Black Sun have also given him the location of an Imperial freighter carrying secret plans. Suspicious, both men head for the freighter and Rendar goes aboard to find the plans. But the corridors of the freighter are guarded by stormtroopers and all sorts of electronic defence systems and making it through some parts of the ship demands brains rather than blasters.

PART FOUR: LAIR OF THE DARK PRINCE

Xizor's treachery is revealed when he captures Princess Leia and imprisons her beneath his palace in Imperial City on Coruscant. Luke, Chewbacca, Lando Calrissian and Rendar hurry to her aid, not realising that Lord Vader has also discovered Xizor's plan and that he is also on his way to confront his rival.

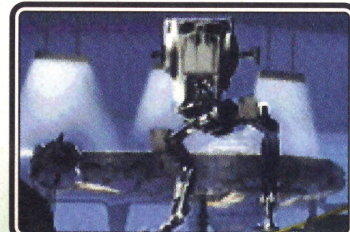


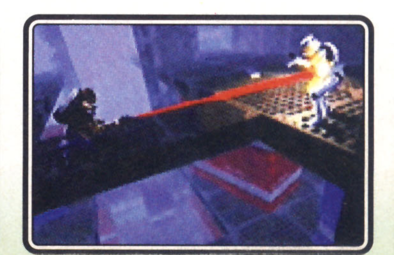




Sewers of Imperial City: Only way for Dash to reach Xizor's palace is via the Imperial City sewers, a network of tunnels which are heavily guarded by Coruscant's own guards. Making things even more hazardous are all the waste-disposal machines which are constantly chopping up the contents of the sewers into slimy goo. Rendar has to swim through that goo, though, and also fight off the attentions of the creatures that live in it.





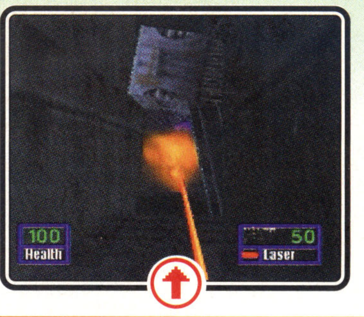


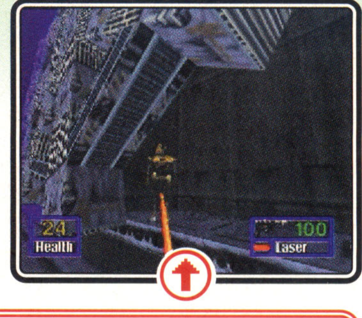










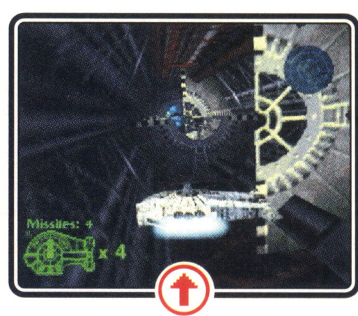


Xizor's Palace: Coruscant Guards, wall-mounted defence grids and Xizor's own army of assassin droids are out to get Rendar as he stalks the opulent corridors of the palace looking for Xizor. It looks like he may have escaped aboard the space elevator that connects the palace to his Skyhook space station which is orbiting the planet. Dash has to try to destroy the elevator by placing three pulse charges in key locations on the elevator shaft. Be careful when jumping through the lift machinery!







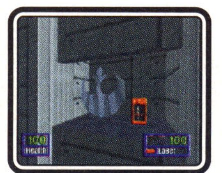


Skyhook Battle: The final climactic battle! Our heroes lift off to attack the Skyhook in orbit – Luke in his X-Wing, Chewie and Lando in the Falcon and Dash in The Outrider. Again, Dash takes to the gun turret to see off a fleet of Xizor's Star Vipers, then, as the ship approaches the Skyhook, he takes the helm and has to blast four gun turrets situated on the station's arm structures. That done, all that remains is for him to fly into the superstructure and destroy the entire station by attacking its main reactor, Return of the Jedi-style!

CHALLENGE POINTS

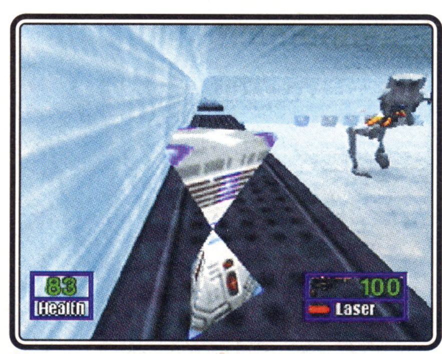
Throughout the game you see these silver and gold Rebel Alliance insignia floating in mid-air. They are Challenge Points, so-called because you usually have to go to quite a bit of effort to get them, often opening secret doors or jumping up to precipitous ledges. They're worth the trouble, though, because if you collect enough of them you're rewarded with special bonuses at the end of the level such as extra lives. The more Challenge Points you find, the more bonuses you earn.
If you collect every Challenge Point in the game while playing on the Easy skill setting an extra feature is activated. Dash's pal Leebo gives him a mapping device which shows the layout of the rooms around him – even if he hasn't explored them yet – and also warns him of what he's likely to find in there.
There are other special bonuses to be had if you can collect all the Challenge Points when playing on the Medium, Hard and Jedi modes, but you'll have to discover those for yourself!







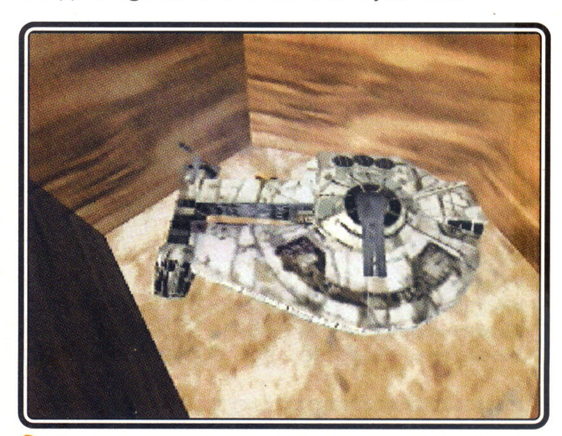
If you're really skillful, you may discover these gold Challenge Points.



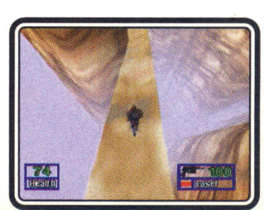
With that Imperial Walker in the house, this invincibility icon will help!

THE CONQUEST OF SPACE

Shadows of the Empire really shows off the N64's ability to create vast three-dimensional environments which don't suffer from pop-up as you move through them. Devil's advocates that we are, we tried to imagine what *SOTE* would look like on other machines, but it would be hard to expect any PlayStation or Saturn version to give you the same feeling of space as the N64 can. Everything seems so big! You can gaze down the chasms and cliffs on Gall and on any other machine they would be Z-clipped a short distance in front of your eye, but thanks to the N64's graphic hardware, they just seem to go on forever. It really is awesome to look up at one of the spaceport towers on Gall or the huge pillars in Xizor's palace and see them disappearing hundreds of feet above your head!



The level of detail on this ship, combined with the impressively slick real time routines used to run this lift-off sequence, is gobsmacking.





Feels like you're there. Players may adopt almost any eye view they wish for explorations such as this, in Beggar's Canyon.

EVEN MORE SHADOWS OF THE EMPIRE!

SOTE isn't just a game, it's a whole new episode in the Star Wars canon and LucasArts are currently throwing almost as much marketing muscle behind it as they would with a new movie. The Steve Perry novel was published last April 1, and since then Dark Horse have published a series of comics written by the co-creator of Judge Dredd, John Wagner, and drawn by *Aliens: Labyrinth* artist, Kilian Plunkett. There are also card games and other *SOTE* paraphernalia on the way, so watch out for it! Check out the Shadows of the Empire web site at http://www.lucasarts.com/static/sote/sote.htm.



Download cool images like this from LucasArts.



DIGITAL DANCE MIX

Sega's AM2 R&D team. Think ultra realistic 3D fighting action! Think monster amazing stylish racing cars! Think... Namie Amuro?

This is a news story too good to lay low. After months of red-hot rumours as to what AM2's Christmas companion to *Fighters MEGAMiX* would be, we didn't even come close. Nobody tried 'Idol' specula-tion however, which at least would have been on the right track. Not *Virtua Cop Kids*, or *Racing MEGAMiX* (a popular suggestion) – AM2's killer ap for Christmas is *Digital Dance Mix* – the nearest Saturn is likely to get to *Make My Video*!

MAD ABOUT NAMIE AMURO

19-year-old Namie Amuro is one of Japan's leading female recording artists. She made her debut in 1992 with a band called the Super Monkey's who she still tours with today. Solo since the age of 17, Namie's latest album, Sweet 19 Blues, sold 3.6 million copies in its first week of sale last July, breaking the world record for the fastest selling album in history! Namie Amuro singles have sold in excess of six million copies! Millions of female fans dress like Namie, and practice her dance routines in the clubs. Some are so obsessed that they have earned the nickname "Amuraa" – a variation of the term "Shanelaa", referring to women whose favoured attire is Chanel fashions. Needless to say the male population adore her too.

Name:	Namie Amuro
Birthdate:	20 September 1977
Birthplace:	Okinawa
Height:	5' 2"
Weight:	88 lbs
Measurements:	30-23-34
Blood Type:	0

AM2 - MAD?

It is to these legions of fans that AM2, producers of Sega's biggest titles, that *Digital Dance Mix* is hoped to appeal. If only 10% of the Namie Amuro fanbase are impressed by a 'game' starring their favourite Idol, that's a guaranteed 500 000 sales. And that's before considering whether *Digital Dance Mix* is worth playing! But surely AM2 won't let us down. Here's what we know of DDM so far:

A detailed, 3D polygon model of Namie appears on a psychedelic stage, 'accompanied' by wafer thin, monotone dancers. Currently the only confirmed tracks are 'Chase the Chance', and 'You're My Sunshine' (two massive hits for Amuro). The player adopts the role of director, positioning a virtual camera through 360° to find the best angles – zooming in and out for extra dramatic effect!!! Those background designs can be changed. The dancers can be repositioned too. There's even a selection of funky costumes in Namie's wardrobe. *Dance Mix* uses the Saturn's highest resolution to ensure that Namie is presented to her best advantage. When asked for her opinion of *DDM*, Namie is quoted as saying "This is great isn't it. It's myself while at the same time it isn't myself. It's a strange feeling but it's really fantastic. I'll be able to check what I look like now [laugh]."



PHOTOGRAPHS: ZIGEN





These are pics of *Digital Dance Mix*. Wonder how Namie's mouth moves...?

CAN WE DIG IT?

Digital Dance Mix should be out now in Japan – its release is scheduled for January. The title is only available through convenience stores, and is priced really low at 2800 Yen (approximately £20). Of course there's hardly any chance of it being released in the UK, unless Sega can persuade the Spice Girls to have a go. But, hey, we wouldn't like to put thoughts into your head. Remember, you read the first UK Namie Amuro feature here first. If you want to find out even more, check her official Website – **AM-GLAM – here: www.amuro.com.**

we think modern gamesplayers have had it easy

now we'll prove it!

MEGA DRIVE

...latest high scores...

Mean Machines Sega

90%





...latest high scores...

NMS

92%

FIVE OF THE TOUGHEST ARCADE CHALLENGES OF ALL-TIME BLAST THEIR WAY ONTO MEGA DRIVE AND SUPER NES TO TEST THE METTLE OF A WHOLE NEW GENERATION OF GAMESPLAYERS.

JUST HOW GOOD ARE YOU?

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The Computer and Video Games FREE Pull-out Guide

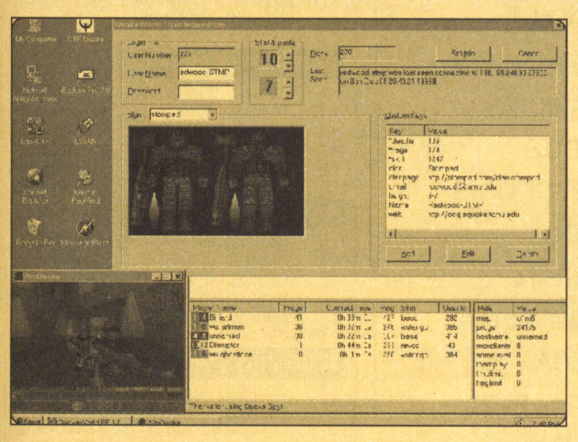


February 1997

FREEPLAY

Issue 10

ENTER QUAKEWORLD!



Since Quake first surfaced in summer last year, we've hailed it as the future of gaming, for one simple reason – its phenomenal networking abilities. Now its creators, id Software, have pushed its global gaming power a step further with the advent of *QuakeWorld*!

QuakeWorld is id's masterplan to turn *Quake* from being merely an internet-compatible multiplayer game into an full-blown global net-war! By creating their own Master Server (a server is the machine that runs a deathmatch), they intend on tying many other servers in the World together, all of which report back to them! It goes something like this: Users have an account which records all their performance data. All frags on the entire internet will be logged, with a global ranking order of everyone playing the game. As *Quake* developer John Carmack puts it, "You should be able to say "I am one of the ten best *QuakeWorld* players in existence" and have the record to back it up!" Other rankings can also be recorded, such as greatest frags/ minute or longest uninterrupted *Quake* game. It's id's intention to see if they can make internet gaming a justifiable business for them. *QuakeWorld* will be a free piece of software (although you need registered *Quake* to run it), which can be downloaded from id's website. New players can then enter *QuakeWorld* matches anonymously. If they like it they can register and get on the ranking list (memberships charges of $10 have previously been mentioned). Should a registered user want to enter a game, anonymous 'newbies' get kicked off. Also players that annoy the *QuakeWorld* community can be barred from entering by the Master Server.

Already, some regular internet players have bandied together to form their own 'clans'. *QuakeWorld* will cater for them by supporting 'clan skins'. This allows them to dress in special team outfits, so you can battle as a team of Boba Fetts, Terminators, or anything you choose!

On top of all this, *QuakeWorld* is id's chance to improve the quality of net-linked deathmatches. Anyone who currently plays *Quake* over the Net will know the problem of 'ping' times – the lag time between entering a command and getting a response. With loads of people from around the world logged on to one game, sometimes the server has too much to cope with, slowing down its response and sometimes even causing the game to freeze. *QuakeWorld* changes the way internet *Quake* plays. Rather than trying to process everything at once and keep the game moving uniformly, the server now deals with each player's inputs as it receives them. So different parts of the game are out of synch. What this means is that doors open a bit later when you move toward them. Or if you fire a rocket when strafing, it launches from your previous position. However, there will be no lag time – it's like playing a single player game!

This new link system needs a dedicated server to run it (one which isn't also maintaining a player of its own). As such it's no use for normal deathmatches among cable-linked PCs. However, id hope to use it as a testbed for new features and it could make it into the forthcoming *Quake 2*! As we went to press (18/12/96) id had stated that major bugs had been eliminated and to expect its release within two weeks. However, it was originally due to debut in September. So if it still isn't released when you read this, it's because id will only release their software when they're happy with it.

RED-HOT RUMOUR DEPARTMENT

Sega's internal development are the hot subject here. Saturn *Sega Touring Car* is being converted by the CS Team who did *Virtual On*, and *Manx TT* is being done by team behind Saturn *Wipeout*.

Meanwhile, it's claimed that *Virtua Fighter 3* is going to use an add-on that pushes the Saturn's power close to that of arcade Model 3! And supposedly AM2's new Model 3 *Supercar* is going to be converted using it! We'll believe that when we see it!

READERS MOST WANTED CHART

More unanimously than ever, N64 is top of the list again this month!

1	NINTENDO 64	UK
2	SUPER MARIO KART R	N64
3	VIRTUA FIGHTER 3	ARCADE
4	MARIO 64	N64
5	TIME CRISIS	PLAYSTATION
6	FINAL FANTASY VII	PLAYSTATION
7	STAR WARS: S.O.T.E	N64
8	TEKKEN 3	ARCADE
9	X-MEN VS STREETFIGHTER	SATURN
10	GRANDIA	SATURN

Other Most Wanteds include a multi-format console that plays any game from any machine (we'd like one of them), an Internet Saturn or PlayStation, CD prices to plummet to around £20, *Sensible Soccer* converted to 32-bit machines, CVG to become weekly (you want to kill us?), *Powerdrift* for Saturn, and 64DD. Keep them coming in, otherwise we just burn your stinking no-good letters.

Contents



computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**TOMB RAIDER**	**PLAYSTATION**	**EIDOS**
2	NE	DIE HARD TRILOGY	PLAYSTATION	E.A.
3	NE	FIFA '97	PLAYSTATION	E.A.
4	NE	VIRTUA COP 2	SATURN	SEGA
5	2	SOVIET STRIKE	PLAYSTATION	E.A.
6	7	FIFA '97	PC CD–ROM	E.A.
7	3	CRASH BANDICOOT	PLAYSTATION	SONY
8	5	FORMULA 1	PLAYSTATION	PSYGNOSIS
9	4	TEKKEN 2	PLAYSTATION	NAMCO
10	9	TOMB RAIDER	PC CD–ROM	EIDOS
11	8	WIPEOUT 2097	PLAYSTATION	PSYGNOSIS
12	12	CHAMPIONSHIP MANAGER 2	PC CD–ROM	EIDOS
13	6	SCREAMER 2	PC CD–ROM	VIRGIN
14	13	WALLACE & GROMIT	PC CD–ROM	BBC MEDIA
15	11	DAYTONA USA: CCE	SATURN	SEGA
16	17	MONTY PYTHON: HOLY GRAIL	PC CD–ROM	7TH LEVEL
17	16	WORLDWIDE SOCCER '97	SATURN	SEGA
18	10	SYNDICATE WARS	PC CD–ROM	E.A.
19	14	FLIGHT SIM 6.0	PC CD–ROM	MICROSOFT
20	18	WORMS UNITED	PC CD–ROM	OCEAN

JAPANESE MULTI-FORMAT SALES TOP 10

1	PUYO PUYO	PLAYSTATION
2	ARC THE LAD 2	PLAYSTATION
3	HARUKAZE BATTLE V FORCE	PLAYSTATION
4	POCKET MONSTER	GAMEBOY
5	NAMCO MUSEUM VOL.4	PLAYSTATION
6	BELTLOGGER 9	PLAYSTATION
7	ARC THE LAD	PLAYSTATION
8	KING OF BOXING	PLAYSTATION
9	RIGLORD SAGA 2	SATURN
10	WIPEOUT XL	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	SUPER MARIO 64	NINTENDO 64
2	NASCAR RACING	PLAYSTATION
3	TOBAL No.1	PLAYSTATION
4	SF ALPHA 2	PLAYSTATION
5	FIGHTING VIPERS	SATURN
6	WIPEOUT XL	PLAYSTATION
7	STAR GLADIATOR	PLAYSTATION
8	MK TRILOGY	PLAYSTATION
9	JOHN MADDEN '97	GENESIS
10	JOHN MADDEN '97	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1.	**C&C: RED ALERT**	**PC CD-ROM**
2.	CHRISTMAS NIGHTS	SATURN
3.	QUAKE	PC CD-ROM
4.	VIRTUAL ON	SATURN
5.	FIGHTING VIPERS	SATURN



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

SATURN UK TOP 5

1	VIRTUAL ON	SEGA
2	VIRTUA COP 2	SEGA
3	STREET FIGHTER ALPHA 2	VIRGIN
4	WORLDWIDE SOCCER '97	SEGA
5	SEGA AGES	SEGA

SATURN IMPORT TOP 5

1	FIGHTERS MEGAMIX	SEGA
2	CHRISTMAS NiGHTS	SEGA
3	VIRTUAL ON (+JOYSTICKS)	SEGA
4	KING OF FIGHTERS 96	SNK
5	DIE HARD ARCADE	SEGA

PLAYSTATION UK TOP 5

1	DESTRUCTION DERBY 2	PSYGNOSIS
2	TOMB RAIDER	EIDOS
3	LEGACY OF KAIN	BMG
4	VICTORY BOXING	JVC
5	TEMPEST X	INTERPLAY

PLAYSTATION IMPORT TOP 5

1	RAGE RACER	NAMCO
2	TIME CRISIS	NAMCO
3	SOUL EDGE	NAMCO
4	NAMCO MUSEUM VOL.4	NAMCO
5	ZERO DIVIDE 2	ZOOM

PC TOP 5

1	C&C: RED ALERT	VIRGIN
2	QUAKE	GT
3	CIVILIZATION 2: SCENARIOS	MICROPROSE
4	SIMPSONS CARTOON STUDIO	E.A.
5	REALMS OF THE HAUNTING	GREMLIN

NINTENDO 64 TOP 5

1	MARIO KART 64	NINTENDO
2	SHADOWS OF THE EMPIRE	LUCASARTS
3	ANOTHER JOYPAD!!!	NINTENDO
4	MARIO 64	NINTENDO
5	KILLER INSTINCT GOLD	NINTENDO

MEGA DRIVE TOP 3

1	SONIC 3D	SEGA
2	ISS DELUXE	KONAMI
3	ULTIMATE MK 3	WILLIAMS

SUPER NES TOP 3

1	SUPER MARIO KART	THE
2	STREET FIGHTER ALPHA 2	THE
3	DK COUNTRY 3	THE

ARCADE TOP 5

1	VIRTUA FIGHTER 3	SEGA
2	ALPINE RACER 2	NAMCO
3	X–MEN VS. SF	CAPCOM
4	KING OF FIGHTERS 96	SNK
5	SEGA TOURING CAR	SEGA

✱ TOP 10 NEW YEAR'S RESOLUTIONS ✱

1. (ED) TO BE MORE DECISIVE (I THINK)
2. (TOM) TO BE RELIABLE (EVEN SLIGHTLY)
3. (JAIME) NOT TO LOSE MY TEMPER AS OFTEN
4. (PAUL) TO ASTOUND AND AMAZE WITH STUNNING JOKES FOR TOPPER LARFS AHOY!
5. (ALEX) GROW MY HAIR INTO A THREE FOOT MONUMENT SO THE PEOPLE MAY ENJOY
6. (MIKE) TO ENJOY THE BEAUTY AND SPLENDOUR OF THE ROMANTIC DOCKLANDS

✱✱✱ MYSTERY GUEST RESOLUTIONS ✱✱✱

7. (?) NOT TO BREAK THINGS ANY MORE
8. (?) TO THINK OF SOME NEW OFFICE JOKES
9. (?) TO POO LESS
10. (?) 640x1024

VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Well I got me PlayStation for Christmas, the N64's got pride of place by the TV and my Saturn's set up in the front room. Complete waste of money when you consider I spend most of my time loading up the likes of *TOILET KIDS* on my crusty old PC Engine!

It seems that nearly everyone's using the worldwide interbahn Net thing nowadays (apart from me unfortunately). Though this wasn't always the way, you see, because I dabbled in a bit of modem malarky back in the days of Compunet (for the 64K Commodore 64) when A) no one else had a modem. B) Baud rates meant that downloading a 16k demo was a bit of a hit-and-miss affair. C) It cost a flinkin' fortune!!! But for the time it was excellent – pages packed full of free games and demos (companies would often download a teaser of their latest release), also 'chatrooms' galore where the likes of Jeff Minter and Tony Crowther and other celebrities would hang out with all the latest gossip! Though the 'internet' has been around since the seventies specifically for the military, universities and Doogie Howzer MD wannabes, Compunet was one of the first decent systems available to the general public, apart from the rather limited PRESTEL and a few odd bulletin boards.

TLL by Vortex software (of *ANDROID I* and *II* fame) had me doing cartwheels when it was first released in 1984 and I still regularly play it today. So, what's so amazing about a game that's sole mission is to take off and fly a jet plane low-level over five 'dots' and then land on a runway to begin a remarkably similar mission while avoiding the odd telegraph pole? Well apart from the excellent Quasi-3D graphics I guess it just boils down to the fact that its easy to pick up and fun to play (STILL). The coder, Costa Panayi later went on to write the technically superior *CYCLONE* that required the player to pilot a helicopter (complete with automatic winch) around a group of islands picking up crates of medical supplies and stranded islanders whilst avoiding a constantly threatening cyclone and low flying aircraft.

Now its not often that the Goblin tackles a game as mentally taxing as an air traffic control simulation, but *KENNEDY APPROACH* by Micropose software is an exception! The game lets you build up your air traffic skills by progressing through different airports – from the relatively easy Atlanta to the much more testing Denver, Dallas Fort Worth, Washington and finally the nightmare that is JFK. To make contact with an incoming plane you position a grid over the plane, press the fire button and the computer speaks the name of its flight, its flight number etc... Then, as the tower, you adjust the altitude, bearing and direction to keep the plane in a holding pattern or bring it in for a landing. With up to 20 different aircraft taking off, landing or circling its no easy task trying to avoid a major disaster, especially when bad weather, emergencies etc... are thrown into the mix. So does it all sound like a boring pile of old hog's pee to you! Well frankly it would be if it wasn't for the amazing C64 speech that keeps you informed of the various aircrafts' status. Worth playing for that alone, honest! Especially when you consider that to fit all the speech inside your C64, Electronic Speech Systems of Berkley, California had to compress the original sample down to a 100th of its original size! To play back the speech all the registers of the C64 speech chip are shut down except the volume control, which is varied up and down to recreate the waveform. Keep a look out for other Micropose sims such as *SOLO FLIGHT* and *F15 STRIKE EAGLE* all programmed under the watchful eye of real-life fighter pilot and company MD 'Wild' Bill Stealey.

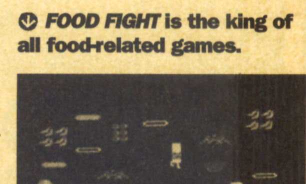
Don't be put off by this screen shot, cos *KENNEDY APPROACH* is flippin' ace.

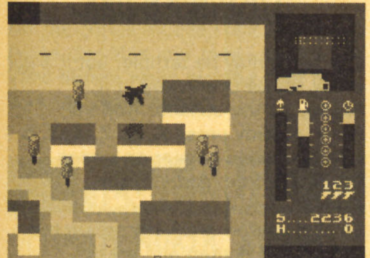
TYPHOON THOMPSON by Broderbund software on the Atari ST is an often forgotten gem that I dug up a few weeks ago. The idea of the game sounds a little complicated, but basically involves Thompson being sent on a load of missions by the spirit guardians to retrieve a magical artifact held in a treasury dome within the heart of a load of island villages in the middle of the sea. The treasury's domes are guarded by sea sprites that need to be bumped into the water by Thompson's craft and then scooped out and into a sack to exchange for the item held within the treasury. Once that item is taken to the spirit guardians the next level begins! Phew, I don't think I understand that either but it hasn't stopped me from playing this wonderful ST classic. Obviously a tiddly black-and-white screen shot can't do justice to the way this game and all the cool little characters that inhabit the various islands move around the convincing 3D waterscape.Though the original is quite hard to track down, you might be able to find it on the 'Respray' label, along with a host of similar classics.

***TYPHOON THOMPSON* bagging a few sprites.**

Unbeknown to me when I purchased a copy of *FOOD FIGHT* on the Atari 7800 was what a loyal following the game had. Apparently the legendary Jeff Minter is a big fan, so my sources tell me! The story goes that Charley Chuck (I wonder if Vic and Bob are fans too?) loves to eat, so when he went to the carnival one hot summers day he headed straight for the food fight contest. Charley has to battle his way across the screen to an ice-cream cone, on route are stacks of food and three manholes. To win, Charley must race to the ice cream cone before it melts, without falling down a manhole, touching his opponents, or being walloped by flying food, compliments of the four chefs – Angelo, Oscar, Zorba and Jacques. Luckily Charley can thwart the chefs by walloping them with randomly placed food or forcing them down the manholes, But if you miss, look out for the flying spinach. Or cherry tarts. Or tomato puree. Exciting stuff! I especially like the bit when Charley reaches the ice-cream – his mouth opens up in suitably comical fashion and gobbles down the cone in one (sounds like me)!

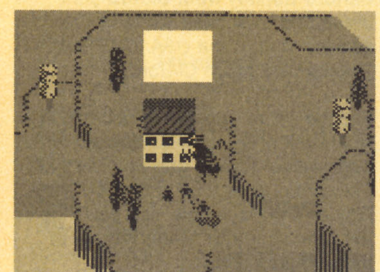
***FOOD FIGHT* is the king of all food-related games.**



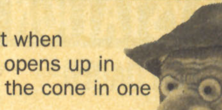




Judge your height above buildings with the TLL's shadow.



***CYCLONE*'s chopper picking up a few extra bonus people.**



WIN A COPY OF NAMCO MUSEUM VOLUME 1, 2, AND 3!

Largely due to the fact that my 'car boot compos' have had rather limited success, I've managed to get hold of some *brand new* old games again this month, thanks to the nice people at SONY. Needless to say the *NAMCO MUSEUM* series of games are completely awesome and an essential purchase for retro fans. I love em! To win one, answer the following question.



Q: WHAT SPECCY GAME IS THE 'SEXY!' YOUNG LADY RESIDING ON THE RIGHT-HAND 'STRIP' OF THIS PAGE FROM?

Send your entries to "THE GOBLIN" at the usual address.

CABIN FREEPLAY CLASSIFIED

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE: PHONE 0181 203 8868.

SIMON GREEN (NOW A REGULAR IN CLASSIFIEDS) HAS A BURGEONING COLLECTION OF VINTAGE ARCADE PCB'S FOR SALE. IF THERE'S A GAME YOU WANT TEL: 0973 720312 OR 01952 242097 FOR MORE DETAILS.

THE GOBLIN NEEDS YOU: DO YOU HAVE A SHOP SELLING OLD COMPUTER GAMES AND STUFF OR HAVE YOU WRITTEN A FANZINE ABOUT OLD COMPUTER AND VIDEO GAMES. IF SO SEND ME YOUR DETAILS OR FANZINES AND I'LL ADVERTISE THEM HERE IN THE CABIN. I'M ALSO VERY INTERESTED IN TRACKING DOWN OLD BOOKS, LEAFLETS OR PHOTOS OF OLD ARCADE, VIDEO OR COMPUTER GAMES TO HELP FILL OUT MY COLLECTION AND ANY GAMES THAT ARE CONNECTED WITH STAR WARS EG. LUCASARTS NIGHTSHIFT, PARKER BROS STAR WARS (ANY FORMAT). OH, AND ANYTHING YOU RECKON IS RARE OR INTERESTING! TOP PRICES PAID BY THE WAY, BUT ITEMS MUST BE BOXED AND IN GOOD CONDITION. SEND ANY LISTS TO DAVE KELSALL AT THE ADDRESS AT THE FRONT OF THE MAG OR GIVE ME A RING.

TIPS

THE LEGEND OF LOMAS

I'm not very well. Every month my picture deteriorates as Jaime re-sketches me. I looked a lot better when Tom Cox was Art Editor. This month's tips secret is packed to the brim with cheats for the latest games - even some for import Nintendo 64 owners! Have fun!

Send your tips, cheats and players guides to:

TIPS,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.



PLAYSTATION

RE-LOADED

It's possible to play as Fwank the clown from the first *Loaded* game! To get him, highlight Mamma and press **L1, C, R1, Down, Down, R1, C, L1, L1.** A balloon should appear over Sister Magpie's picture. Select her and start the game!

TUNNEL B1

While playing the game, press **R1+L1+R2+L2+T+C+X+S** at the same time (that's all of the PlayStation's buttons). You should now have all of the weapons and full energy!

PANDEMONIUM!

Use these passwords to cheat your way through the game.

- **BORNFREE** Level Select
- **HARDBODY** Invincibility
- **VITAMINS** 31 lives
- **CORONARY** Loads of health hearts
- **EVILDEAD** Invincible enemies
- **TWISTEYE** Rotate the screen by holding L1+L2 and moving the D-pad
- **INANDOUT** Quitting returns you to the map screen
- **THETHING** Hold L2 to mutate your body. Press L2+X to reset
- **BODYSWAP** Press Triangle to swap characters during the game
- **OTTOFIRE** Special weapons never lose power
- **TOMMYBOY** Takes you to a pin ball screen when you finish a level
- **CASHDASH** Takes you to a "speed greed" screen when you finish a level

PROJECT OVERKILL

To give yourself instant cloaking abilities at any time, **hold T and press S, C, C, S. Release T, then hold X and press T, T, then release X.**

To speed yourself up while playing the game, **hold Up and press T, T, T. Release Up then hold Down and press X, S, C. Release Down.**

To give yourself maximum health, highlight **"Review Mission"**, and **hold S. Now press C, X, T. Release S, hold C, and press S, X, T.** The word **"Cheater"** should appear at the top of the screen to let you know it's worked.

In the **Throg Breeding Facility** level you'll find a secret entrance to the **"Lost City"** secret level. Look around the bottom right-hand corner of the map, and keep breaking through secret walls until you find it. It's worth the effort!

DESTRUCTION DERBY 2

To get all of the tracks right from the start, simply enter the password **"MACSrPOO".**

To see the game credits, enter the password **"CREDITZ!".**

To see the FMV credits, enter the password **"ToNyPaRk".**

TOBAL NO.1

To select a different camera view, press and hold **L2+R2** while the game is loading, after you've picked a character.

Hom has got a secret "suicide" move where he turns himself off! To do the move, press **L1, L2, R1, R2, X, Down.**

SATURN

DAYTONA USA: CCE

Clifford Bonney from Oxford sent these tips to access some of the secrets in *Daytona USA: CCE* first. Thanks very much Clifford!

Set the game on Hard difficulty and win on all of the tracks. Now go to the track select screen and hold **X+Y+Z**, then press **A or C** to mirror the track. Play on the track now, and you'll be in the famous Mirror Mode with all of the corners reversed.

The original *Daytona* Hornet will be added to your collection if you manage to win on all the tracks at the Medium difficulty. The Hornet is by far the best car in the game, with full stats in every area.

Uma the horse becomes available by setting the game to **Hard difficulty,** then winning **Endurance races** on the first two tracks. The horses are very fast, and don't lose any speed when they run across the grass.

Uma 2, the second horse, is playable if you can win on all of the tracks using the first Uma while the options are set to their default values.

VIRTUA COP 2

To warp straight to the final boss from the start of the game, **go to the stage select screen and repeatedly shoot the stage 1 arrow**. Keep doing this until the time runs out and you should start at the end!

To access the third options screen, simply complete the game on Easy or above. On this screen is a ??????? option which turns into Big Head Mode when you've played over 58 games. To get up to this number quickly, set the game on **Hard mode, no continues, and 1 life and start a game**. Get shot by the first baddie and don't continue. Now start the game again, and keep repeating this until you reach a total of **58** games and the option appears!

While choosing your stage, **hold X on the pad to play as Rage, Y to play as Smarty, and Z to play as Janet**!

VIRTUAL ON

In addition to the cheats printed in our players guide starting on page 82, there's another which gives Raiden and Temjin a new white costume each. To use it, go to the title screen and hold **Up**, then press the **L and R Shift** buttons at the same time. You should hear a noise to tell you that it's worked, and the two characters will be white when you start the game.

Viper 2 and Temjin both have secret moves not mentioned in our guide. When their when gauge is full, jump into the air and press **Up, Up+Y, Y** to perform the moves.

BUST-A-MOVE 2

In case you didn't notice last month, if you play the game in December (as long as your Saturn internal clock is correct), you get a special Christmas intro sequence with different music!

TOSHINDEN URA

The game may be terrible, but it's got a few secret characters in it. To play as the bosses, Wolf and Repli, **quickly press A, B, Z, X, Y, C** as the options appear on-screen at the start of the game.

To play as Sho and Verm, go to the main menu screen and press: **A, B, Z, X, Y, C, A, Z, C, X, B, Y, A, Y, C, X, B, Z.**

If you complete the game and watch the end credits, you can fiddle with the screen by holding the **L and R Shift** buttons and moving the **D-Pad** around.

NINTENDO 64

KILLER INSTINCT GOLD

To play as Gargos, press **Z, A, R, Z, A, B** during any of the characters' story intro.

To get all of the new costume colours for every character (Gold, shadow, and white) without playing the training mode properly, **press Z, B, A, Z, A, L** on one of the intro screens (where it tells a character's story).

To give yourself all of the secret options, press **Z, B, A, L, A, Z** on a story intro screen.

To view the end game credits, press **Z, L, A, Z, A, R** on a story intro screen.

In 2-player mode, you can select your background by holding **Up or Down** and pressing one of the attack buttons on pad 1. To select your music, do the same on pad 2. To get the secret **Sky Stage**, both players need to **hold Down and press MK.**

WAYNE GRETSKY'S 3D HOCKEY

To turn on the debug mode, press: **C-Down and R, C-Left and R or C-Up and R** at the main screen. A menu will appear where you can fiddle with a load of digits. By changing the first 6 numbers you can edit the graphics slightly. We'll leave you to work out what you can do (try 010000 for chubby players with big heads!).

CRUISN USA

To get some extra cars, go to the car selection screen and hold **C-Up, C-Left, and C-Down.**

There are also three extra tracks which you can access from the start of the game without playing right through. Go to the track select screen and hold these buttons to pick the track you want.

- **Golden Gate Park** C-Left, C-Down, and L
- **Indiana** C-Up, C-Right, and L
- **San Francisco** C-Right, C-Down, and L

For the bonus arcade vehicles – the Police Car, Bus and Jeep – **hold a View button while picking your car with the Start button.**

MEGA DRIVE

ULTIMATE MORTAL KOMBAT 3

To get some new menu options, go to the main menu and press **A, C, Up, B, Up, B, A, Down** or **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up.**

To play as Ninja Smoke, select regular robot Smoke and hold **HP+LP+HK+LP** until the fight starts.

SNES

ULTIMATE MORTAL KOMBAT 3

To get a sound test option, go to the **title screen** and press: **Left, Down, Y, Y.**

NBA JAM EXTREME

One of the most impressive things about *NBA Jam Extreme* is that there are so many secret characters and hidden modes to find. Here is a list of codes to access ALL of them!

- **Small Players+Big Heads**
On Big Head Select, press Up, Down, Left, Right, Down, Up, then select Yes.
- **Big Feet Mode**
Hold Left or Right when leaving Big Head Select.
- **Head-er-oids Mini Game**
Hold Up+Extreme on all 4 pads when leaving Team Select.
- **Marshmallow treats**
Hold Up at end of title sequence, before screen dims.
- **Random Team Select**
On Team Select, press Up+Turbo.
- **Random Player Select**
After Random Team, press Up+Turbo again.
- **Show fake code message**
Hold Start button on Power-up.

These codes should be entered by holding the buttons on the Team Select screen, right through to the Versus screen, then pressing the directions listed.

- **Shot % Display**
Hold Extreme+Shoot, and release on Vs screen.
- **Infinite Turbo**
Hold Turbo, then press Up, Down, Up, Down, and release Turbo.
- **No Turbo Meters**
Hold Turbo+Extreme, then press Up, Down, Up, Down, and release buttons.
- **Remove Crowd**
Hold Extreme+Pass+Up, and release on Vs screen.

These codes should be entered at the tip-off, while the ref is walking out to throw the ball. They must be done quickly without pressing any of the buttons too many times.

- **Computer Assistance Off**
Extreme, Turbo, Pass, Pass
- **Beach Ball Mode**
Pass x2, Turbo, Extreme, Turbo, Pass x2.
- **Soccer Ball Mode**
Pass x2, Turbo x2, Extreme x3.
- **Quick Hands Mode**
Pass x3, Turbo x3, Extreme x3, Pass x3.
- **Max 3Pt Mode**
Pass x8, Extreme, Pass x7.
- **Legal Goaltending**
Extreme x8, Pass, Extreme x9.
- **Dead-eye Dick**
Turbo x5, Pass, Extreme, Turbo x6.
- **Super Rainbow Shot**
Turbo x5, Pass, Pass, Turbo x6.
- **Power Push**
Turbo x2, Pass x2, Turbo X2, Pass x2, Turbo x2, Pass x2, Turbo x2.
- **Max Speed**
Extreme x10, Pass x3.

These codes should be entered on the Keep Record screen as your name by selecting the first 2 letters, then backspacing twice, then putting in the next 2 letters, then backspacing again. Repeat this until the code is entered and you'll hear a noise to confirm that it's worked. Then put in whatever name you want to play with.

- **Start at Playoffs** PL AY OF FS
- **Start at Finals** FI NA LS
- **Start with 2 Playoff games won** CH EE SY
- **Start with 3 Playoff games won** NO VI CE
- **45 second Shootout** SH OO TO UT
- **Sound Test** KA ZO O

To use these secret character codes, choose to enter your name, then put in the initials and dates below. Some characters have no code, meaning that they are only available once you've selected someone else from their team. Each team also has their own kit, and specially-coloured court!

SCULPTURED PASSWORD (POWERED-UP PLAYERS)

Dwain Skinner	**DAS**	**Feb 21**
Dave Ross	**DJR**	**June 8**
Jeff Peters	**JBP**	**May 17**
Daren Smith	**DRS**	**April 10**
Mike Callahan	**MWC**	**May 1**
The TinMan	**TIM**	**Jan 24**

SCULPTURED (POWERED-UP PLAYERS)

Mark Ganus	**MMG**	**Sept 16**
Roy Wilkins	**RNW**	**Sept 15**
Rob Dautel	**RAD**	**Mar 19**
James Hebdon	**JPH**	**April 26**
Dean Morrell	**DSM**	**May 9**
Mike Peery	**MJP**	**May 26**

SQUID TEAM

Melissa Pardike	**MAP**	**Mar 26**
Jane Bradley	**JLB**	**May 23**
Jonathan Dansie	**JWD**	**Aug 2**
Lee Phung	**LEE**	**Jan 1**
Jason Greenberg	**JAY**	**April 18**
Chris Hawkes	**CDH**	**Feb 21**

ACCLAIM

Weasel	**DAN**	**Feb 1**
Magic Hair	**SET**	**Dec 8**
Samoa		
Sequioa	**SDR**	**April 10**
Air Nick		
Pistol WAN		**June 10**

ACCLAIM

Mark "Chaos" Shafer	**XTL**	**May 2**
Bob "Striker" Davidson	**RAD**	**Oct 18**
Fumongous	**GUN**	**Jan 11**
Geoff "Clouseau" Higgins	**GCH**	**April 13**
Air Dog	**SAM**	**Jan 21**
Ice Princess	**MDK**	**Dec 24**

CELEBRITY TEAM

Junior Seau	**JR**	**June 1**
John Elway	**WAY**	**Sept 30**
Frank Thomas	**BIG**	**Dec 6**
Marv Albert	**MRV**	**Dec 31**
Newt Gingrich	**NEW**	**Aug 12**
Samoa	**TVH**	**June 6**

SPECIAL SPORTS TEAM

Cheryl Swoopes	**SWO**	**Jan 1**
Rebecca Lobo	**LOB**	**July 4**
Carol "Blaze" Blazejowski	**BLZ**	**Mar 1**
Bob Lanier	**LAN**	**Sept 10**
Air Nick	**ARN**	**May 18**
George Gervin	**ICE**	**April 27**

MISFIT

Stinger	**MSS**	**Oct 26**
Shamrock	**JHG**	**Aug 26**
Diamond Dave	**DJP**	**June 29**
Chris "Hacker" Slate	**JCS**	**Dec 8**
Todd "Cowboy" Mowatt	**TVC**	**Oct 3**
Richard "Richito" Szeto	**RTS**	**Feb 25**

ROOKIE

Jason Caffey	**SCT**	**Nov 14**
Randolph Childress		
Kevin Ganett		
Alan Henderson		
Antonio McDyess		
Shawn Respert		

ROOKIE

Lawrence Moten	**REG**	**Jan 17**
Cherokee Parks		
Bryant Reeves		
Joe Smith		
Kurt Thomas		
Ed O'Bannon		

ROOKIE

Jerry Stackhouse	**BAP**	**Aug 11**
Gary Trent		
Corliss Williamson		
Damon Stoudamire		
Rasheed Wallace		
Antonio McDyess		

ALL-STAR EAST

Vin Baker	**LMH**	**June 28**
Terrell Brandon		
Patrick Ewing		
Penny Hardaway		
Grant Hill		
Juwan Howard		

ALL-STAR EAST

Reggie Miller	**EST**	**Mar 14**
Alonzo Mourning		
Scottie Pippen		
Glen Rice		
Juwan Howard		
Patrick Ewing		

ALL-STAR WEST

Clyde Drexler	**WST**	**July 12**
Sean Elliot		
Shawn Kemp		
Jason Kidd		
Karl Malone		
John Stockton		

ALL-STAR WEST

Dikembe Mutombo	**RMC**	**April 21**
Hakeem Olajuwon		
Gary Payton		
Mitch Richmond		
David Robinson		
John Stockton		

HAPPY TEAM

Pirate Bill	**SAL**	**Feb 2**
Mr. Happy	**MJT**	**Mar 22**
Dufus the Clown	**GRR**	**June 19**
Three Feet Under	**TOD**	**April 17**
Mr. Unhappy	**GEM**	**Nov 3**
Ooohh	**JLH**	**Jan 26**

INVISIBLE TEAM

Who	**WHO**	**Jan 1**
Brained	**BCS**	**Jan 7**
Monkey Boy	**PJP**	**Nov 2**
Howie	**BCE**	**July 10**
Jim Jung	**JKJ**	**Dec 13**
Huh	**CBR**	**June 25**

ACCESS ALL TEAMS

YME May 17

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FREEPLAY HIGH SCORES

Thanks to you, we're looking to increase the size of our High Scores section. But we need more scores! Prove that you're the best at your favourite game by sending some incredible scores for top games on any system! Take a look at these, and see what you need to beat!

NiGHTS (SAT)

Reala beaten with 104 seconds remaining **William Curley, Surrey**

Jackle beaten with 102 seconds remaining **William Curley, Surrey**

367660 Points (Spring Valley)
William Curley, Surrey

373 Link (Frozen Bell 1)
Paul Lautier, London
583300 Points (Frozen Bell 1)
Paul Lautier, London

395 Link (Splash Garden 1)
Paul Lautier, London
503680 Points (Frozen Bell 1)
Paul Lautier, London

VIRTUA FIGHTER 2 (SAT)

Game complete,
Hard setting, all others default
0'58"02 (Akira)
Adam Dorée (A.D)

We find this one a bit hard to believe. Send a photo and tell us how you did it, Adam, or we'll tell everyone you're a fraud!

FIGHTING VIPERS (ARC)

Game complete, 2 rounds,
3'09"31 (Bahn)
Paolo Tarulli (ZAK), London

SEGA RALLY (SAT)

Fastest Desert Lap
0'49"68
Gary Cormack (GAZ), Scotland

Fastest Desert Race
2'31"42
Gary Cormack (GAZ), Scotland

Fastest Forest Lap
1'10"46
Gary Cormack (GAZ), Scotland

Fastest Forest Race
3'34"26
Gary Cormack (GAZ), Scotland

VIRTUA FIGHTER 2 (SAT)

Game complete,
Hard setting, all others default
0'58"02 (Akira)
Adam Dorée (A.D)

We find this one a bit hard to believe. Send a photo and tell us how you did it, Adam, or we'll tell everyone you're a fraud!

TEKKEN 2 (PS)

26 Wins (Law)
Gregory Nichols (GSN), Lancs.

RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 45.533
Ian McAllan, Middlesex
Best Race 2.19.723
Ian McAllan, Middlesex

NOVICE EXTRA
Best Lap 45.683
Adi Wells, York
Best Race 2.19.799
Adi Wells, York

INTERMEDIATE
Best Lap 1.00.424
Adi Wells, York
Best Race 3.10.160
Adi Wells, York

INTERMEDIATE EXTRA
Best Lap 1.03.287
Matthew McMillan (MAT), Bearsden
Best Race 3.13.257
Adi Wells, York

EXPERT
Best Lap 1.09.278
Matthew McMillan (MAT), Bearsden
Best Race 3.35.940
Matthew McMillan (MAT), Bearsden

EXPERT EXTRA
Best Lap 1.10.203
Matthew McMillan (MAT), Bearsden
Best Race 3.35.487
Matthew McMillan (MAT), Bearsden

RESIDENT EVIL (PS)

Completed in 01:43'30
Andrew Rutherford, Macclesfield

FIGHTING VIPERS (SAT)

Game complete, 2 rounds,
Very Hard setting
4'02"60 (Mahler)
Paul Davies (POL), CVG
4'15"06 (Sanman)
Paul Davies (POL), CVG

KILLER INSTINCT 2 (ARC)

Best combos by **David Hines (GNR), Doncaster**.

Fulgore	59 hits
TJ Combo	73 hits
B Orchid	72 hits
Jago	73 hits
Glacius	72 hits
Sabrewulf	73 hits
Kim Wu	72 hits
Tusk	54 hits

Darren Thompson (DAZ) from Doncaster's best combos.

Maya	71 hits
Spinal	57 hits

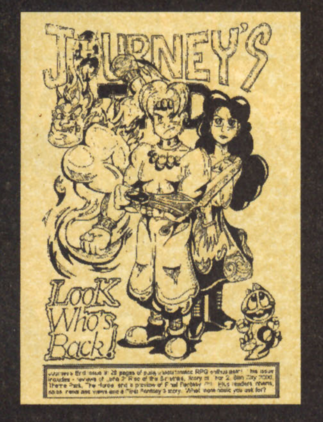
WE WANT MORE!

We want top scores for new games, like *Virtua Cop 2, Virtual On, Cool Boarders, Mario Kart 64, Rage Racer, Fighters MegaMix, Tempest 2000, Tempest X, Christmas NiGHTS* (best link attacks), *Virtua Fighter 3*, plus anything else relatively new. Or, if you can beat any of the scores here, we want to know!

FREEPLAY FANZINES







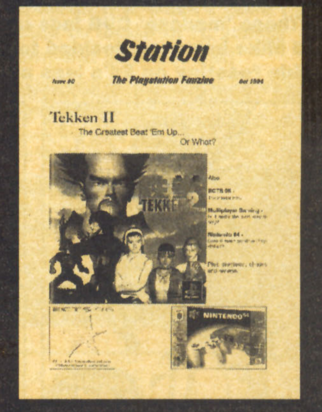
Brilliant RPG fanzine with lots of reviews, guides, artwork, and more RPG info than we've got!
Journey's End,
230 Thornbridge Avenue,
Great Barr,
Birmingham,
B42 2AL



Excellent quality, brill artwork, and coverdisks covering Commodore 64.
Commodore Scene Magazine,
c/o R.B. Productions,
35 Nottingham Road,
Nuthall,
Nottingham,
NG16 1DN



News, previews, reviews, tips and features covering all formats. One of Ed's friends wrote a bit as well!
GamesPlayer, c/o Barry Lewis,
197 City Way,
Rochester,
Kent,
ME1 2TJ



LOADS of writing with reviews, reports and tips. Very good.
Station,
Alex Sulman,
St Margarets,
Cardinals Green,
Horseheath,
Cambs, CB1 6QY

drawinz wot you dun



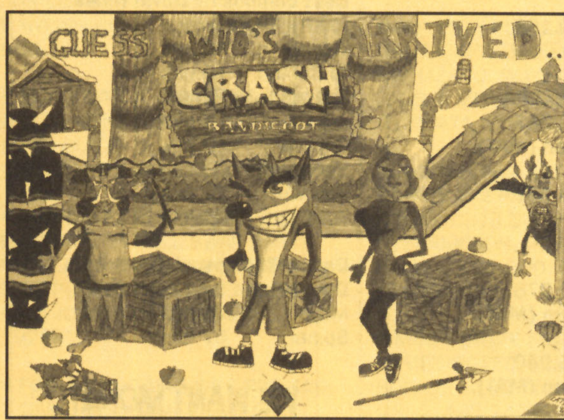
Watcha! Get ready for two pages of the most fantastic drawinz you've ever seen!!

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Hello my faithful. Welcome to your favourite section of the mag. A nice selection of art this month, but I feel there's something lacking. I want art that'll bring tears to my eyes, art that'll make me jump for joy and art that'll make me pee my fur, and soil my blanket.



'*Crash Bandicoot* Fever' has hit the nation. Could it be the best platform game of the year? ...No! But never mind – look at this art from Cathal O' Mallry. It's grreeattt!

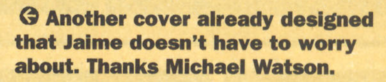




Those 'madcap' CVG lads up to no good again. Me and Mike however, decided to spend a quiet evening inside feasting on Ed's legs and bum.



Excellent cartoon from Geoff De' arth. Nicely drawn. Good humour and well presented. 9/10

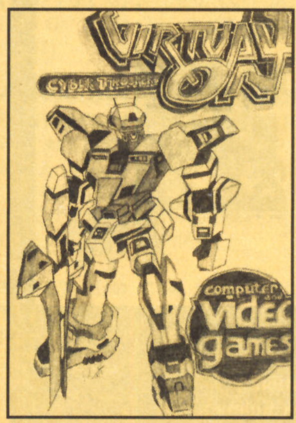


Another cover already designed that Jaime doesn't have to worry about. Thanks Michael Watson.



The evil Shin-Gouki from the hopefully not so evil Joe Venables.

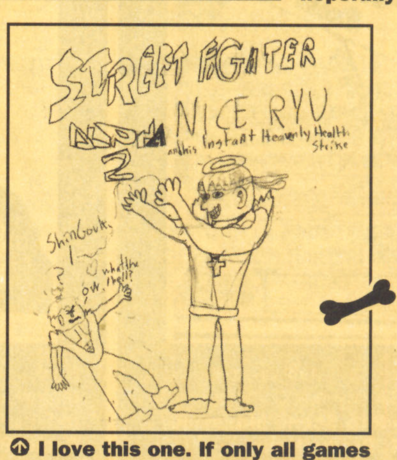




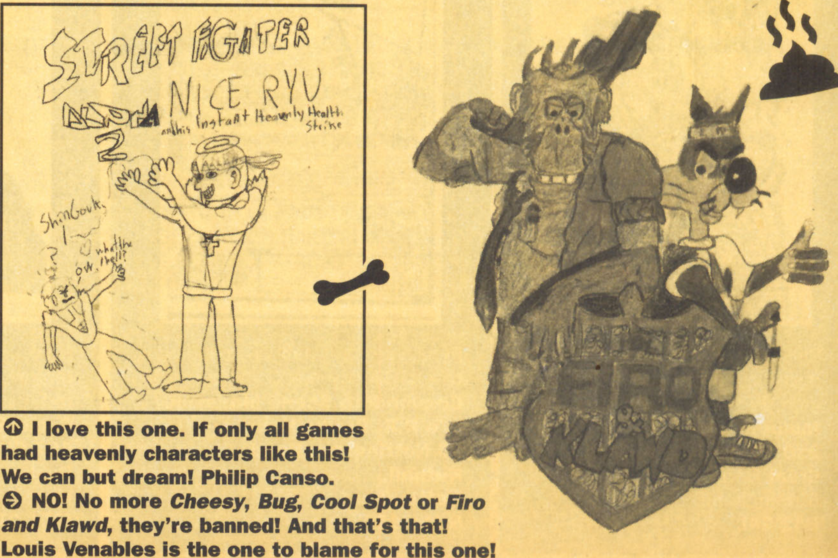
The fantastic *Virtual On* from arcade wizards Sega captured on paper by the eyes and hands of Matthew Frame. Cheers!



***Crash Bandicoot* is certainly a popular fella! Even if he is obviously quite rude. Nice work Mark Gorman.**



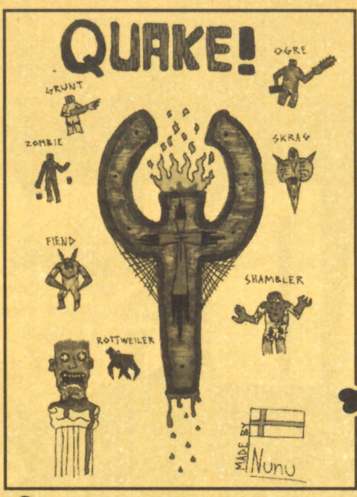
I love this one. If only all games had heavenly characters like this! We can but dream! Philip Canso.



NO! No more *Cheesy, Bug, Cool Spot* or *Firo and Klawd*, they're banned! And that's that! Louis Venables is the one to blame for this one!



Excellent *Tekken 2* characters. Thanks (sorry, no name).



Brilliant *Quake* characters from Nunu. Thanks, partner!

Nice bit of *VF3* art from yet another unknown superstar.



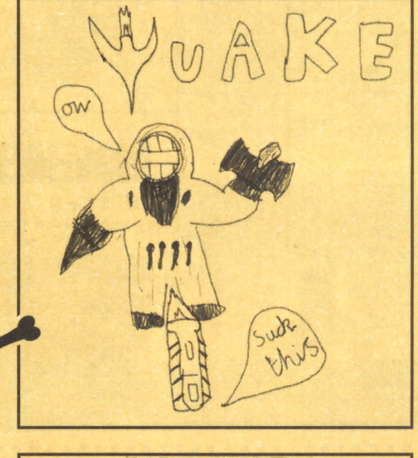
Oddball assortment of *SF* characters if ever I saw one. Many thanks to Joseph Sherwood.

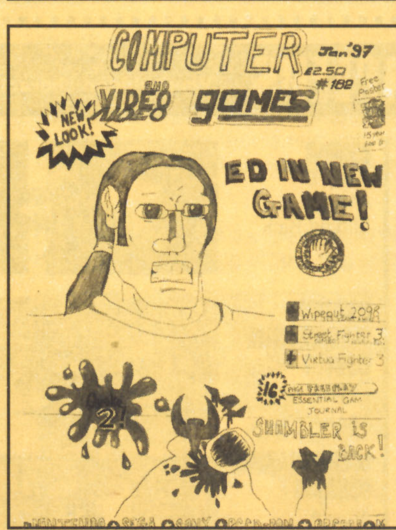


Saturday *NiGHTS* fever! Nice watercolour from the dainty hand of Vicki Reckless.



Nice piece of black and white pen inking! Slightly too grotesque for my liking but superb anyway. Top marks Larry Bundy Jr.





Ed on the cover! Could happen, but not while I'm around! No name.



Simpson, eh! Watch the Simpsons on BBC2: they're cool (if old). Thanks to Sam Gullum

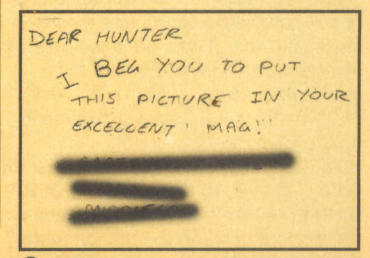
QUAKE! If it wasn't good I'd be sick to death of it. James Drummond is the artist!


Send 'em in to:

drawinz wot you dun

CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print 'all the work we get, but we do enjoy looking at it all! Arf!



Oi! I said I wanted no more of this kind of thing! You hear?!!

drawinz wot you dun

FREEPLAY

PLAYERS GUIDE : STARGLADIATOR

Bought *Star Gladiator*, but can't get any technical mastery out of the game? Don't worry! After last month's *Street Fighter Zero 2* fiesta, Yas Hunter delves into his psyche to produce the ultimate player's guide for Capcom's 3D beat-n-slash'em up, *Star Gladiator* for you to feast over.

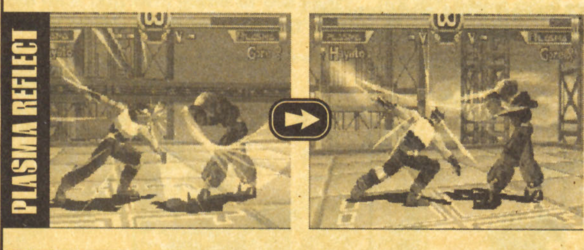
KEYS → A = SQUARE | B = TRIANGLE | G = X | K = CIRCLE

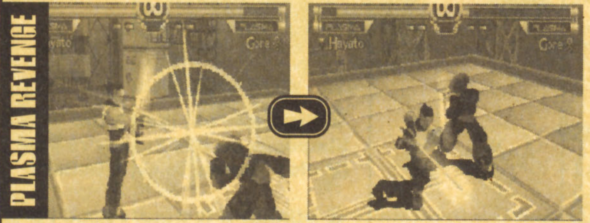


BACK TO THE BASICS

PLASMA REVERSALS

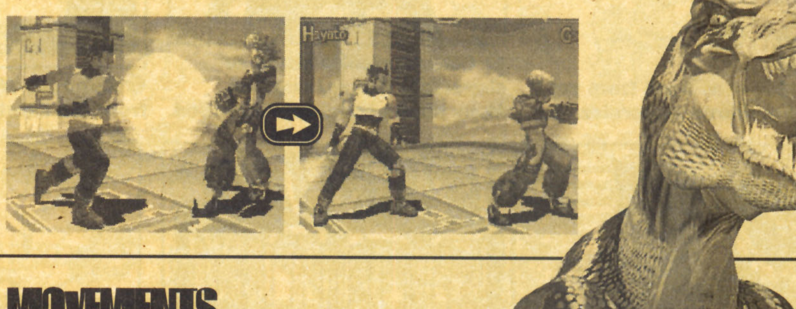
There are two types of Plasma Reversals - Plasma Reflect and Plasma Revenge. Plasma Reflect stops the incoming attack and 'stuns' the opponent for you to strike with the move of your choice. Plasma Revenge automatically slices the recipient in two – one of the best ways to stop a Plasma Combo.


PLASMA REFLECT


PLASMA REVENGE

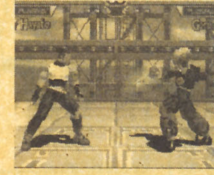
THE SPIN-AROUND SLICER

A move that will be instantly familiar for you Michelle Chang users out there. If the hit is successful, the victim is spun around 180° exposing his back for you to enter any combo of your choice.



MOVEMENTS

As this is a 3D game, it's vital that you use the space of the arena to the fullest. By pressing G and one of the three directions, your character will move in, out, or towards your opponent.






SECRET CHARACTERS

Want hidden characters? We've got them! Here's a lowdown on the secret fighters.



BILSTEIN

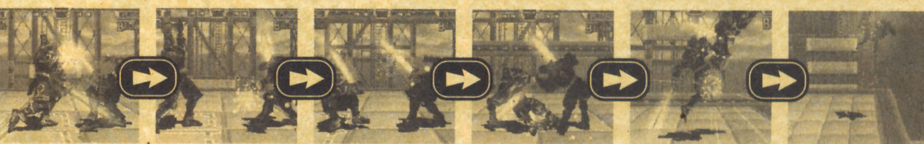
The boss of the game is very similar to Akira as he tends to put all his power into an attack but suffers from huge recovery times. But with a little patience, Bilstein has the ability to win the round in a matter of seconds. If you fancy using Bilstein, enter the following command on the player select screen:

Hold down **SELECT.** Place the cursor on Gore. Tap in **G, K, G, K, A, A, A, B, B, B, G+K.** All the secret fighters codes can only be used on the arcade mode but once the bosses are available, they can be used in any of the other modes.

COMBO
Away B
AAAA
Sliding Kick

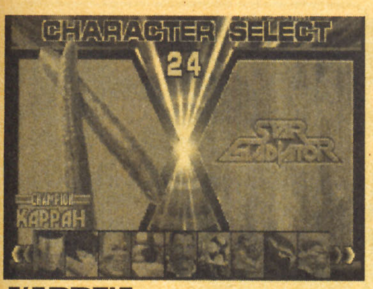


POSSIBLE PLASMA FINAL ROUTES
AABKA and
AAAKA



USEFUL PLASMA COMBOS
AAAKA
KAAA
AAAA
AAAKA

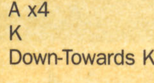




KAPPHA

Similar to Gerelt, Kappha specialises in fast combinations and nimble movements. To fight against him, finish the third stage with double zeros on the clock – either on the 'Seconds' or the 'Hundredths of a Second' counter.
Or to use him, input the following on the player select screen:
Hold down **SELECT.** Place the cursor on Hayato. Enter **K, A, B, A, G, A, B, A, K, A, G+B.** By the way this code is useless unless Bilstein is available!

COMBO
Away B
Reverse throw
down K



COMBO
Quarter-circle
Forward
A x4
K
Down-Towards K



POSSIBLE PLASMA FINAL ROUTES
AAAKAA
AABKAA
AABAAA



USEFUL PLASMA COMBOS
AABAAA
KKBBA
AAAA
KKK

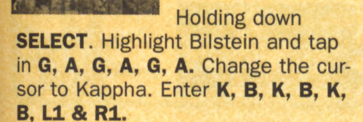




BLOOD

A PlayStation original character. Blood is a hybrid of the original Bilstein and Hayato, with some moves of his own thrown in for good measure. He can't be fought against as a CPU opponent but he is selectable. Once Bilstein and Kappha is available, use this cheat on the player select screen:





Holding down **SELECT.** Highlight Bilstein and tap in **G, A, G, A, G, A.** Change the cursor to Kappha. Enter **K, B, K, B, K, B, L1 & R1.**

COMBO
Crimson Force
Dark Surprise
DownB

COMBO
AwayB
AA
Evil Storm

COMBO
Earth&Heaven
AAAA



POSSIBLE PLASMA FINAL ROUTES
AAAKKA
AABKKA
KABBAA
KKBBAA



USEFUL PLASMA COMBOS
AAAKKA
AAAA



SPECIAL STAGE : SUPER BILSTEIN



Finish the game under 6 minutes and prepare yourself for Super Bilstein! Like Dural in the VF games, Super Bilstein is classed as a Bonus Stage – it doesn't affect the outcome of the game whether you beat him or not, as you've already finished the game. But boy is he tough!
He has almost the identical repertoire as original Bilstein, but his reach is considerably longer and he has a teleportation move which he has a nasty tendency of using every time you use your weapon. AND he can't be knocked out of the ring!! Impossible?! Not quite. He suffers the same flaws as the original Bilstein.

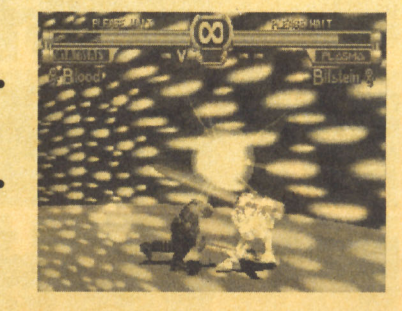
WHAT? FINISH THE GAME IN UNDER 6 MINUTES?!

The key to finishing the game before 6 minutes are up is as follows:

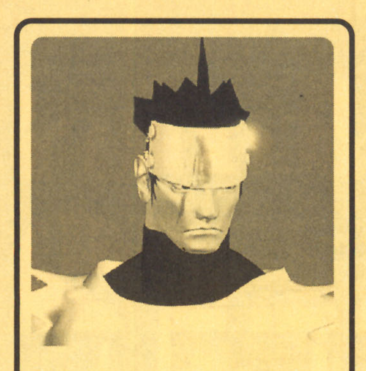
STAGE 1-3:
As soon as the round has begun, attack with a Plasma Final as the opponent will hardly block. With some characters, it's possible to knock out the CPU fighter in less than 3 seconds!

STAGE 4 - 6:
The following three stages are the toughest stages of the entire game! This is where you will have to actually think about the fight at hand and one of the best tactics to use here is to start of with a Plasma Reflect. Choose the Plasma Reflect that is relevant with your opponent's most widely used strikes (i.e Hayato & Gerelt use A slashes, June & Gamof use B slashes).

STAGE 7 - 9:
Dash to the edge of the arena, hold your guard and watch in utter shock as the CPU fighters jump off the ring without even attacking!







HAYATO

Hayato is the Ryu-esque fighter of the game, and is your best bet if you're a Star Gladiator beginner. He has enough speed to constantly attack without getting caught out, but has the power to end a round in a matter of seconds.



COMBO
Down-Forward+A
A
Quarter-Circle Towards+BBA
Down+K





COMBO
Away B
KKBK



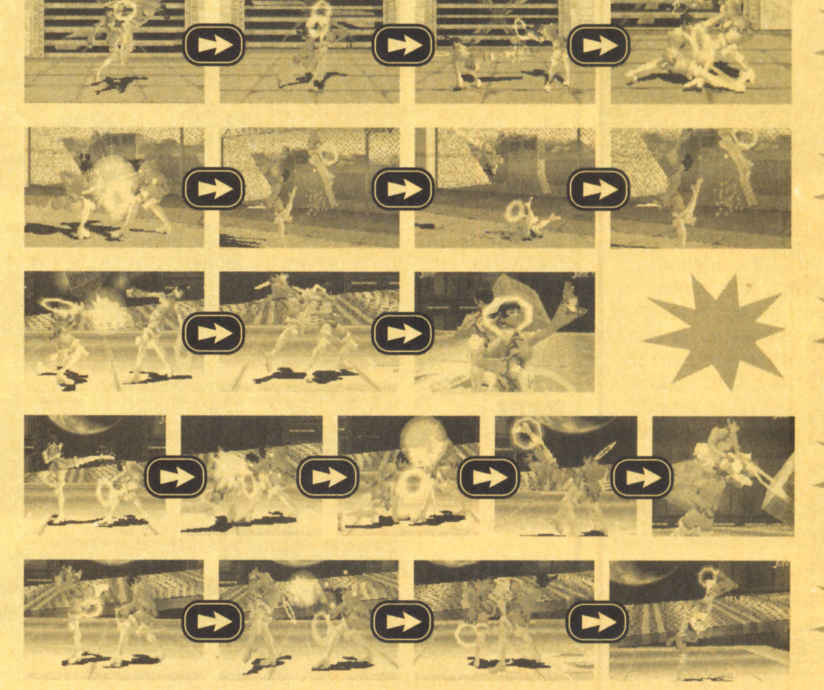
POSSIBLE PLASMA FINAL ROUTES:
AAAKAA
AABKAA
AABAAA

USEFUL PLASMA COMBOS:
AAAKAA
AAAA
KKK
KKBB



JUNE

June's strengths lie in her sheer speed and agility. The CPU is a sucker for the 'stick and move' tactic, and getting perfects shouldn't pose any problems for anybody who bears this in mind.



COMBO
Rising Knee
Down-Towards+A
Heel Kick Combo

COMBO
Dash+A
Somersault Kick
Reverse
Somersault Kick

COMBO
Away+B
Rising Knee
Mercury Hold

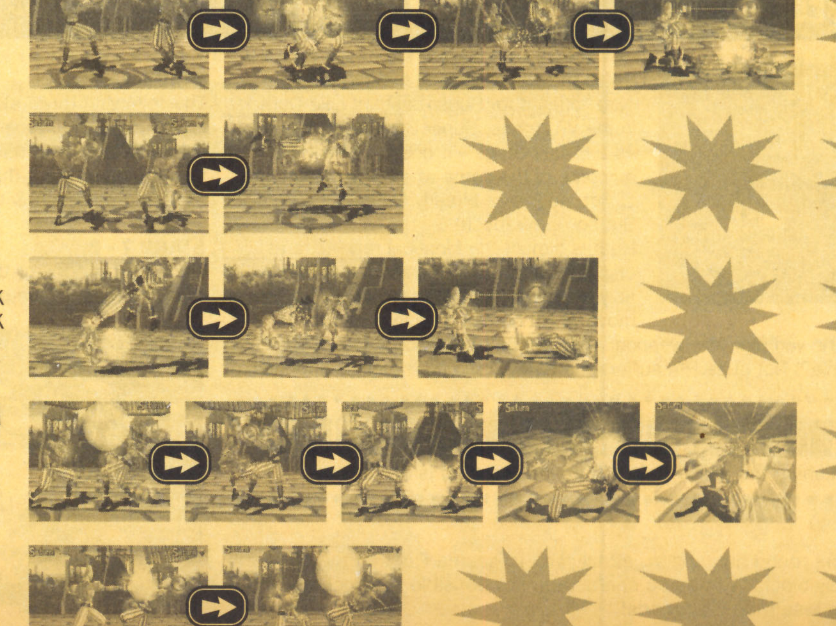
POSSIBLE PLASMA FINAL ROUTES:
AAKBK Up+K
AKKBK Up+K
BKKBK Up+K
KKBKK Up+K

USEFUL PLASMA COMBOS:
KKKK
AAKB
KKBKB



SATURN

The most original character in the game and a very strange one at that! Saturn utilises very fast, high number combos that have a high success rate as his attacks often change heights. However, a majority of his specials involves Saturn using himself as the weapon, so be careful not to jump off the ring by accident.



COMBO
Away+B
Quarter-Circle Forwards+B
Down+A

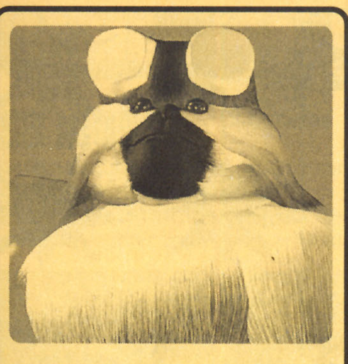
COMBO
Away+B
Away Towards+K

COMBO
Down Towards+K
Down Towards+K
Down+A

POSSIBLE PLASMA FINAL ROUTES:
AAKKBB
ABKKBB
BBKKBB

USEFUL PLASMA COMBOS:
BBB
AAA





GAMOF

Zangief – with extra hair! As with the Russian wrestler, Gamof is one of the slower characters but when he does hit, the opponent's energy bar drops drastically. Learn to be patient or you could end up at the wrong end of a Perfect.

COMBO
A
Spinning
Piledriver

COMBO
Away+B
Giant Swing

COMBO
Gamo Ride
K
Jump A

POSSIBLE PLASMA FINAL ROUTES:
ABBAKA
BBBAKA
BABAKA
BAKAKA
KABAKA
KAKAKA

USEFUL PLASMA COMBOS:
ABB
BBB
BAB





ZELKIN

Swooping down to catch his prey when they are they are most vulnerable is Zelkin's best form of attack. Jump out of your opponent's oncoming attack with the aid of his double jump, and strike him down with the awesome Sky Destruction!

COMBO
Away+B
Away Towards+B
KKKKKK

COMBO
Jump+A
Down+A
Down-Towards+A

COMBO
AAA
Down-Towards+A

POSSIBLE PLASMA FINAL ROUTES:
AAKAAA
AAKBA
BKKAAA
BKKBAA

USEFUL PLASMA COMBOS:
AAAKKKK
BKA





GERELT

The Spanish fencer's best form of attack is sheer speed and his confusing awkward movements. One of the easier characters to master, Gerelt has one of the easiest Plasma Finals in SG. Forcing 'Ring Outs' becomes no problem once you get accustomed to his special moves.

COMBO
Away+B
AA
SDF

COMBO
Down-Towards+A
Jump+K
Down+B

COMBO
Down-Towards+A
Forward+A
Down-Towards+K

POSSIBLE PLASMA FINAL ROUTES:
AABAAA
AABKAA
AAAKAA

USEFUL PLASMA COMBOS:
AABAAA
AAAA
KKKK





GORE

One of the more demanding Gladiators who becomes unstoppable once you've mastered some of his frustrating combos. Mother Brain's son is not going to win any beauty contests, but persevere with his strange style and you're sure to win the respect of any challenger.

COMBO
Away+B
Gas attack
Towards-Away+K



COMBO
Gas Attack
Bubble Attack
Down+B



COMBO
Away+K
AAA





POSSIBLE PLASMA FINAL ROUTES:
KAKABA
BBBABA
BABABA
BAKABA
KABABA



USEFUL PLASMA COMBOS:
BBBB
AAA





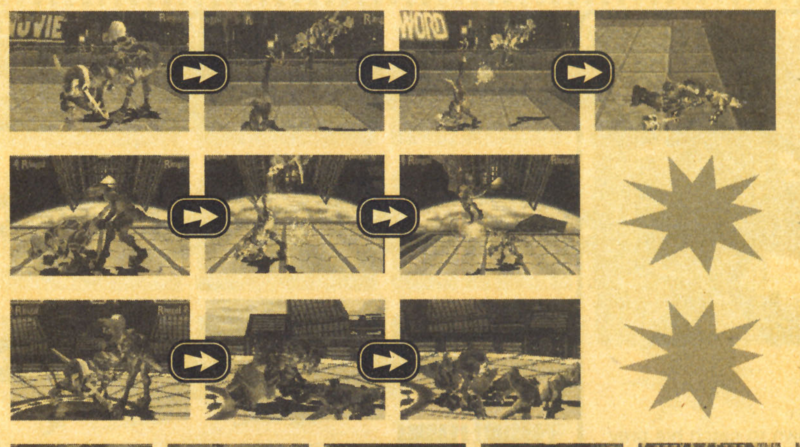
RIMGAL

Want a character who has Plasma Final that can almost end the bout in more or less one attack? Then Rimgal is your character. His nasty Chomper Final is very painful and has a very high chance of connecting. Couple this with good strength and low recovery time, you've got one meat-loving lethal weapon!

COMBO
Towards+K
Quarter-Circle
Away+K
K
Dash+K

COMBO
(Facing away from opponent)+K
Dino Flame

COMBO
Towards+K
Down-Towards+K
Down x2
K



POSSIBLE PLASMA FINAL ROUTES:
AAKAAK, AAKBAK
AKKAAK, AKKBAK
BKAAK, BKKBAK



USEFUL PLASMA COMBOS:
KKKK
AAA
AKA





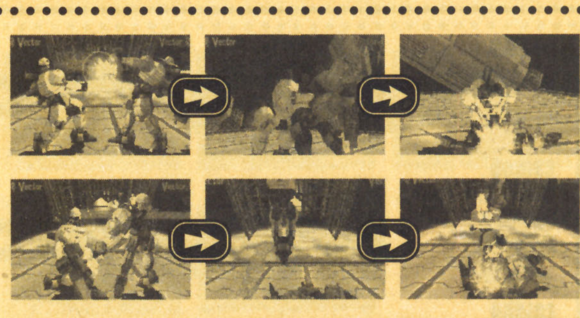


VECTOR

The slowest character of the entire game. Needless to say he is among the most powerful! Vector's two hit combos may not seem very sexy, but they cause more damage than a majority of the big hitters. However be sure to vary your attack pattern, or else prepare to be Plasma Reversed every time.

COMBO
Away+B
Reverse Throw
Up+B

COMBO
Horizontal Laser
Flying Drill



COMBO
AAA
Up+B



POSSIBLE PLASMA FINAL ROUTES:
ABBAKK
BBBAKK
KABAKK
KAKAKK



USEFUL PLASMA COMBOS:
AAA
BBB





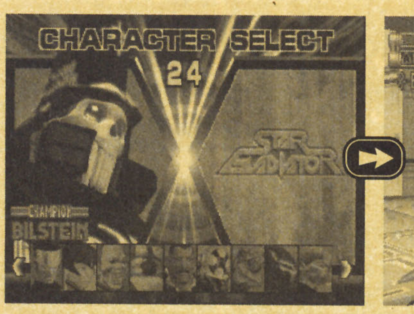


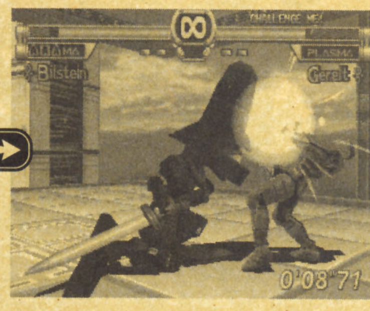
WAIT, THERE'S EVEN MORE!

As if the secret fighters weren't enough, here's three hidden 'modes' for you to have your wicked ways with.

SD MODE

Gore has quite a big head, but it can be enlarged even further with the aid of this little cheat.
Enter: **Right, START, Square and Circle** and keep them held down. Use this code either after you've chosen your character or in between rounds.





RANDOM SELECT MODE

By holding down START and SELECT on the team battle mode, you can let the CPU randomly choose the gladiators to be on your team.

WALL MODE

After finishing the arcade mode of the *Star Gladiator*, Wall mode becomes available. This mode is selectable from the options menu, and can be saved onto the memory card. Wall mode offers a completely different gameplay to the 'original' mode, as the fighters can't be knocked out of the ring. They also 'float' higher, along with flying miles away when they get struck by any move.

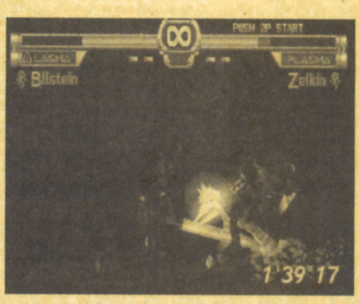
OPTION

DIFFICULTY	8
DAMAGE LEVEL	4
TIME LIMIT	∞
ROUNDS (VS CPU)	3
(VS HUM)	7
SHORTCUT	OFF
SOUND MODE	STEREO
KEY CONFIG.	
DEFAULT	
WALL	ON
MEMORY CARD	
EXIT	

HEY, WHO TURNED THE LIGHTS OUT?

To fight in a very dark arena where you can only see the combatants weapons, hold down L2, R2 and down on the D pad in between fights.

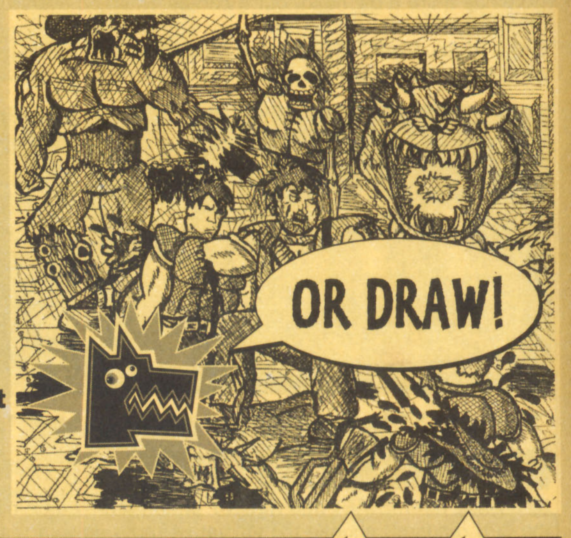




WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU



Happy New Year everyone! We hope you enjoyed the first FreePlay of 1997. FreePlay is YOUR section of the magazine, and we need your ideas and contributions to make it every month. If you've got something that you think the gaming world cannot live without, send it to us! And if you've got an amazing idea for a new section of FreePlay, let us know about that too!

HIGH SCORES

You've had almost a month to practice on the games you got for Christmas, and we want to know how good you are at them. Send us your best scores and achievements on any recent games (except *Track and Field*) and we'll print them to let the world know how goo you really are!

MOST WANTED

What are YOU most looking forward to in 1997? What are YOU most looking forward to in 1998? Just tell us what games YOU personally want more than anything else. Just write your top three, in order of preference on the back of the envelope whenever you send anything to us!

ART

Hunter's got the post-Christmas blues. He spends all day howling for more pictures, and we just don't know what to do! Send us more of your artwork soon, or we'll have to send Hunter to the glue factory! We'll print our favourites in Drawins Wot You Dun!

TIPS

If you manage to stumble across a brilliant cheat or helpful tip, send it in to Ed. Complete guides and the best tips could win you free games! Just don't bother sending hundreds of old cheats, please.

CLASSIFIEDS

If you've got something to sell, or you're desperately trying to find that rare game you've been after for years, fill in the coupon below and send it to FreePlay. We'll print your message for no money whatsoever!

FANS!

We want to know why you think one company, one system or even one game is better than all the rest. Let everyone know exactly how you feel by sending your letter to FreePlay Fan, and we'll print it in full for the Universe to read!

FANZINES

Send us copies of your fanzines! We'll give them a mention in the mag and print the address so that everyone knows where to get it! Of course, we prefer games-related ones.

PLEASE TICK ✔

(THE RELEVANT BOX)

FOR SALE	TO SWAP
☐ CONSOLE(S)	☐ CONSOLE(S)
☐ GAME(S)	☐ GAME(S)
☐ OTHER	☐ OTHER

NAME ....

ADDRESS ....

....

TEL NO. ....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)



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MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....

